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SUPER PLAY

ISSUE 17

MARCH 1994

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- LETHAL ENFORCERS
- MYSTICAL NINJA 2
- DRAGON BALL Z 2
- KING OF THE MONSTERS 2
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Super Play

March 1994 Issue 17

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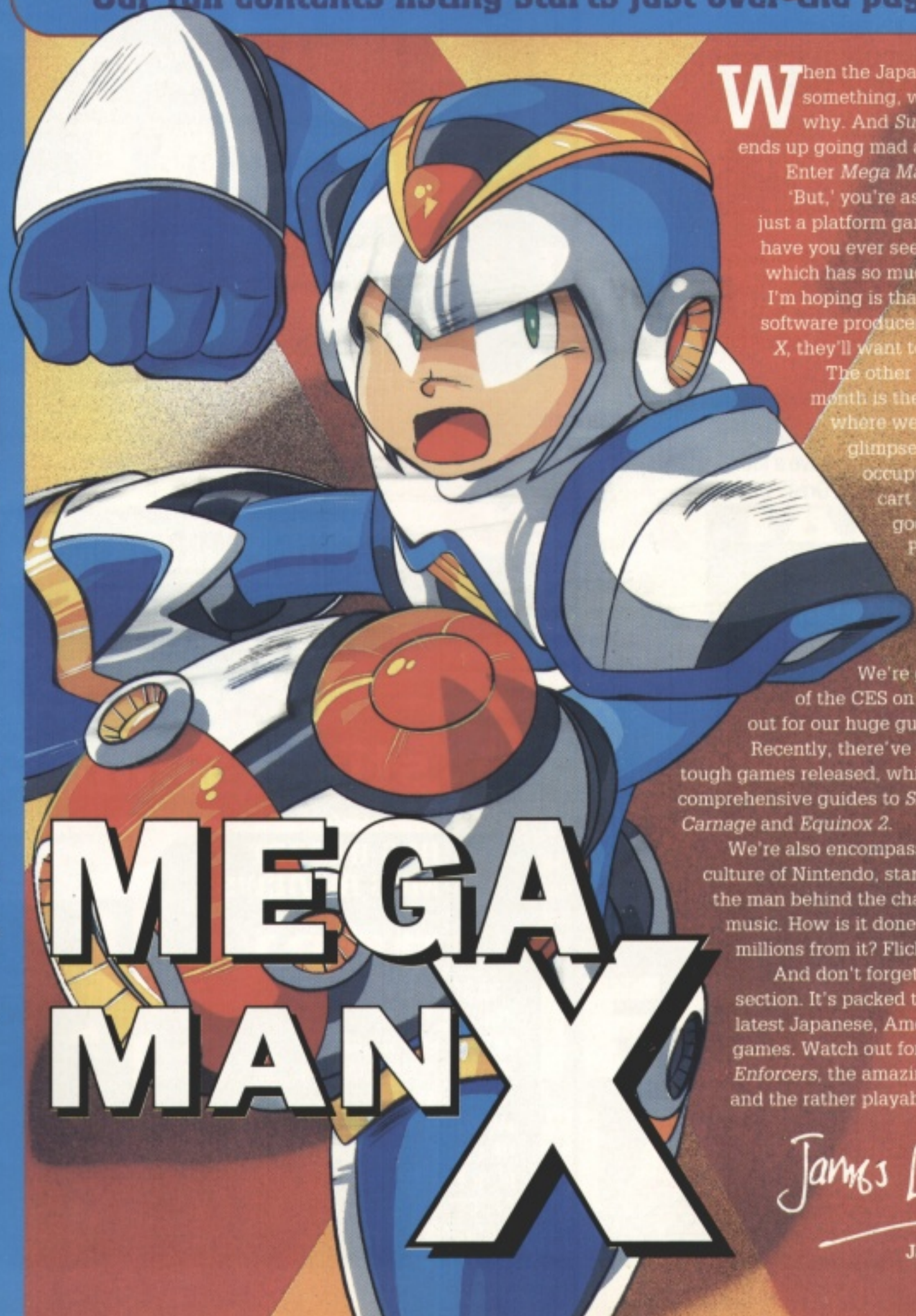
SUPER PLAY EDITORIAL

FROM THE BIG CHAIR

Our full contents listing starts just over the page



MEGA MAN X

When the Japanese go mad about something, we want to know why. And *Super Play* usually ends up going mad about it as well.

Enter *Mega Man X*.

'But,' you're asking, 'surely it's just a platform game?' Okay, but have you ever seen a platform game which has so much going on? What I'm hoping is that once all the other software producers see *Mega Man X*, they'll want to do better.

The other big event this month is the Las Vegas CES, where we have the first glimpse of what will be occupying our SNES's cart port in 1994. The good news is that Project Reality had its own stand, and it looks like it's going to be absolutely huge.

We're giving you a taster of the CES on page 24, but watch out for our huge guide next month.

Recently, there've been loads of big, tough games released, which explains our comprehensive guides to *Shadowrun*, *Total Carnage* and *Equinox 2*.

We're also encompassing the whole culture of Nintendo, starting with a look at the man behind the chart-topping Mario music. How is it done? Did he earn millions from it? Flick to page 28 now!

And don't forget our reviews section. It's packed to the brim with the latest Japanese, American and UK games. Watch out for the £75 *Lethal Enforcers*, the amazing *Mystical Ninja 2* and the rather playable *NBA Jam 2*.

James Leach

James Leach, Editor

INDEPENDENT SUPER NINTENDO MAGAZINE
SUPER PLAY

CONT

REGULARS

SUPER EXPRESS 6
News and previews from here, the US and Japan. We get it all! Plus! A photo-love story starring Robert Maxwell and Emily Brontë. (Actually we made that bit up).

GAMEFREAK 72
Having vanquished the spider-creatures of the Outer Sunworlds, he returns, blood boiling, to tell you exactly what's what.

MODE 7 74
Allan Brett is the only man we know who can tip a game to death whilst eating cream crackers in bed. And not spill a crumb.

SUPERSTORE 78
Greed is good. Take time off from your hectic bank account to buy as much high-quality stuff as possible. We sell it here!

HOTLINE 81
Nintendo's finest take to the streets in a patrol car packed to the gunwales with tips on *The Lost Vikings*. See if they arrest you on page 81.

PLAY BACK 82
Have *we* got letters? Er, let's have a look. What's in that sack? Letters! Great. Should be a good letters page, then.

BACK ISSUES 85
Back issues of *Super Play* will one day be worth thousands! Buy them, seal them in concrete and read them in the year 3000!

WHAT CART? 86
Go on. Stick a pin in these pages and buy that game. Then moan at us because it isn't as good as the ones next to it.

SUPERMARKET 94
The pages everyone is talking about. Especially Sue, seeing as she has to type them all in. But boy is it worth it!

NEXT MONTH 98
If you have any intimate personal problems, send them to Next Month. We won't print them, but we'll have a good laugh at the embarrassing ones.

ABC: 50,504*
*Super Play's circulation – measured by the Audit Bureau of Circulation.

SUPER PLAYER'S GUIDE

SOLSTICE II: EQUINOX 54
What a game! Zy has been concentrating so hard on this one that he gave himself a nosebleed. Find out whether it was worth it on page 54.

SHADOW RUN 60
It's big. It's involved. It's tough enough to require a brilliant player's guide. So that explains why we've got our chum Sean O'Brien to do one.

TOTAL CARNAGE 66
Destroy everyone! Well, isn't that what *Total Carnage* is about? Dan finds all the neat things you can do.

Thanks to Zap Computers for the loan of loads of carts in this ish. They're great, they're our chums and they'll answer if you dial (0532) 590077.

UK & IMPORT GAME REVIEWS

Mystical Ninja 2 ...40

Time to go exploring. Well, not so much exploring as uncovering the weirdness that lies deep in every quality Japanese game.

UK & IMPORT GAMES REVIEWS index

DRAGON BALL Z 2 38
KING OF THE MONSTERS 2 49
LETHAL ENFORCERS 36
MARIO'S TIME MACHINE 42
MEGA MAN X 32
MYSTICAL NINJA 2 40
NBA JAM 46
PINK GOES TO HOLLYWOOD 51
SPACE ACE 44
WOLFENSTEIN 3D 47

Lethal Enforcers..36

I'm a pink revolver, you're a blue revolver, shall we meet by the hideout door? Here's a £75 game which makes you look like Clint Eastwood when you're playing it. You have to squint a bit, though.

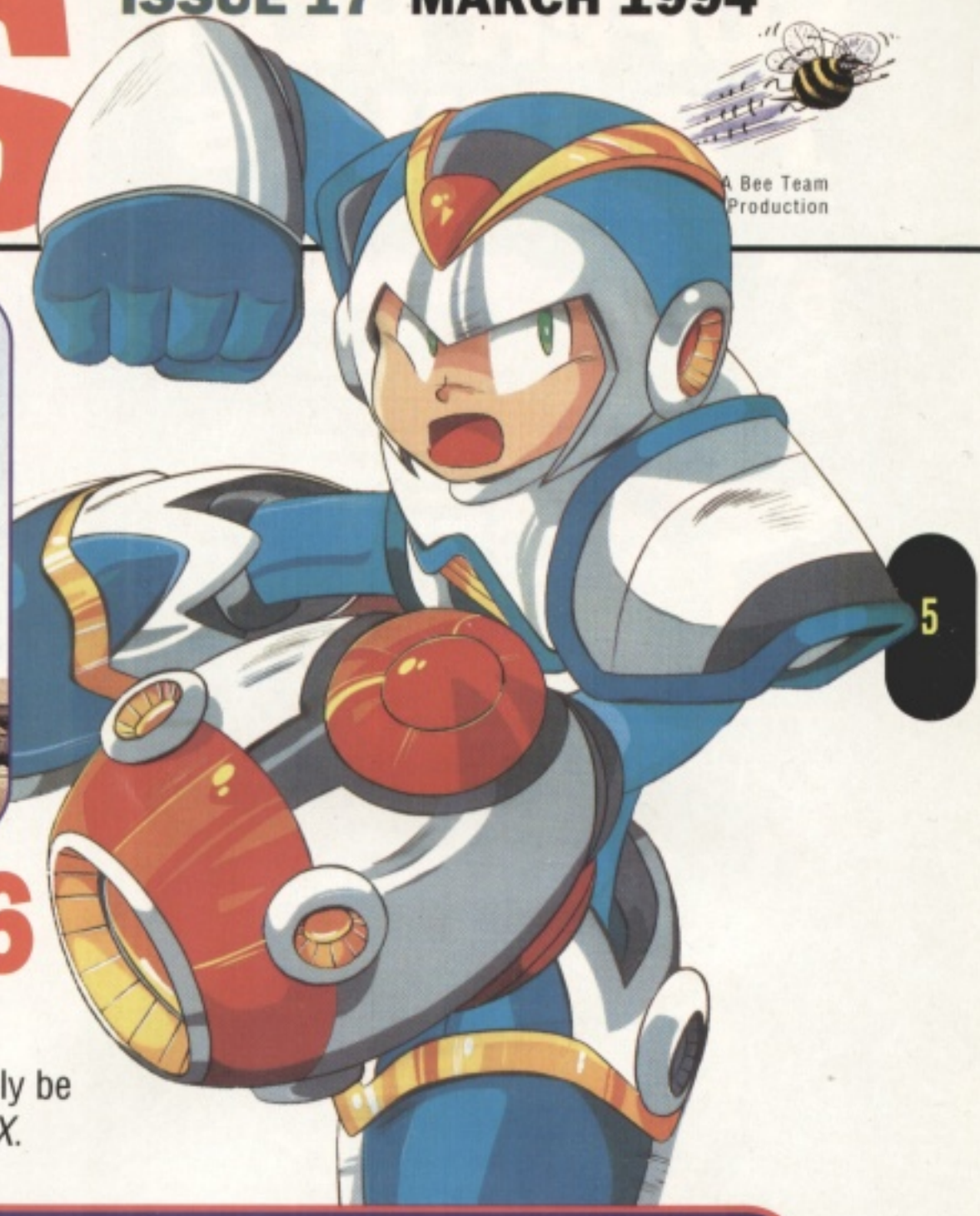
ENTS

ISSUE 17 MARCH 1994

A Bee Team Production

FIRST LOOK AT CES.....24

The CES is too big to fit in one issue, so we're giving you a first glimpse now, followed by the truly massive guide to it next month. Should be ace!



MEGA MAN X....26

Just what *is* the appeal of this game? Where did it come from? Who exactly is this Mega Man?

We have a look at the phenomenon that can only be described as *Mega Man X*.

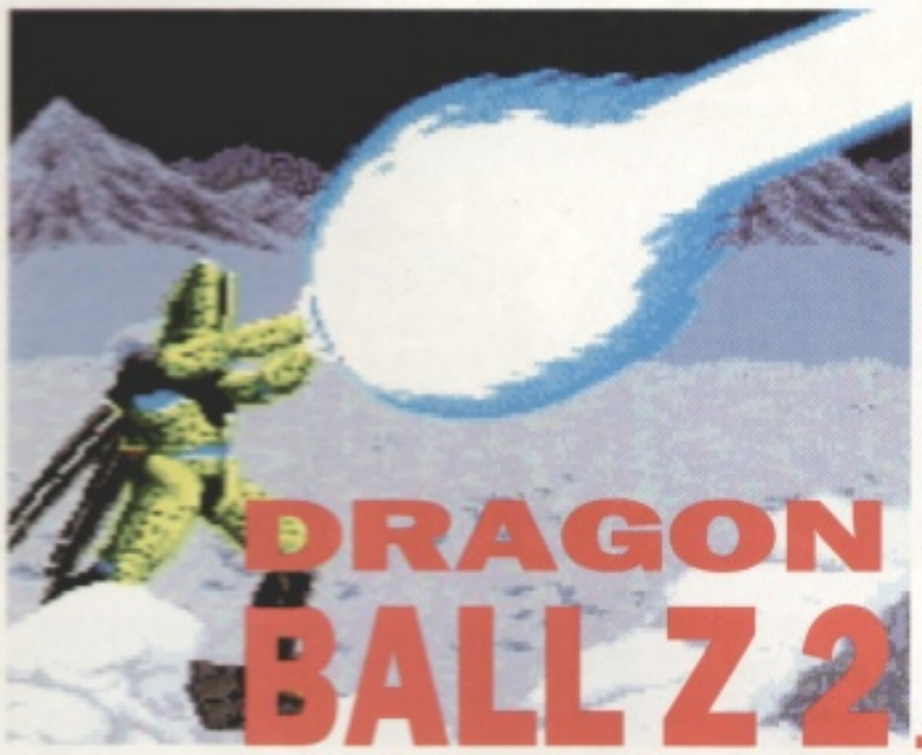
MUSIC OF LIFE.....28

That *SuperMarioLand* tune was quite catchy, wasn't it? Well brace yourself, because there's more Nintendo-related dance tunes on the way. Suss the lot out on page 28.

MORTAL KOMBAT II.....6

So Midway have changed everything around and added loads of bits, then. You're probably wondering what it'll be like on the SNES. Well may we suggest that by simply turning to this page, you'll find out. So do it.

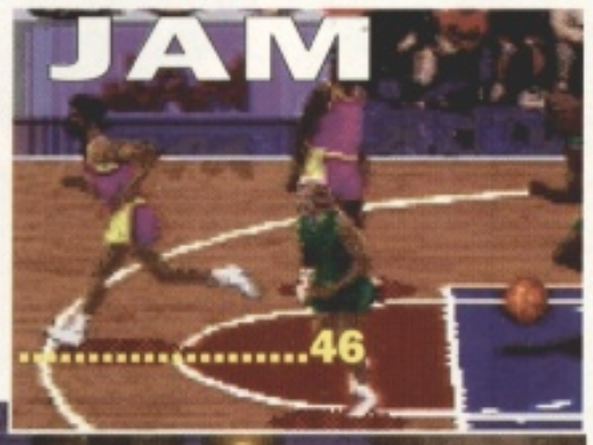
PLUS!



DRAGON BALL Z 2.....38

Let's have a fighting game with loads more space and tons of weirdness. Oh! Fresh from Japan, here is just such a thing. What a completely bizarre coincidence.

NBA JAM



.....46

We want a great basketball game and we want it now! Well waddaya know? Underneath this pile of Ferrero Rocher™ wrappers is just that!

He's blue, he's true and now he's you. Find out whether we've made a fuss over this game for nothing. Unlikely, though, isn't it?

MEGA MAN X.....32

Space Ace 44

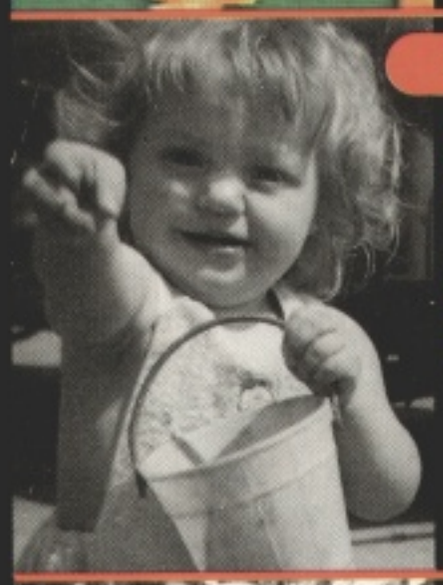
Nice to look at, you've got to give it that. But does it play as slickly as a Sierra with bald tyres driving on an icy skidpan covered in marbles and Swarfega™?

SUPER PLAY PROFILES

'Baby face, you've got the cutest little baby face...'

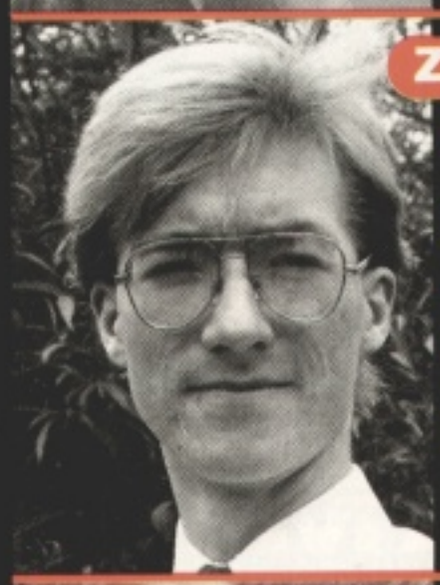
JAMES LEACH

Age: 25
Favourite toy: Lego™
First memory: 16 K (but I later upgraded to a positively elephantine 48K)
Most embarrassing fashion accessory: A rather fetching Electric Light Orchestra beanie hat
I used to cry about: Eddie Osgood – the school bully. He had fists like potting sheds.



SUE GRANT

Age: 25 (*She's lying – Ed.*)
Favourite toy: My teddy
First memory: Bashing my cot to pieces using my head
Most embarrassing fashion accessory: Brown flares
I used to cry about: Scraping my knees on the gravel when I played football at school



ZY NICHOLSON

Age: I was born at the age of 84, and am getting younger every year
Favourite toy: A polished cedar-wood cigar case
First memory: Dinner with General Haig
Most embarrassing fashion accessory: Whalebone corsets
I used to cry about: Nothing. It was a stiff upper lip for us chaps.

LISA NICHOLLS

Age: 22 (*She's lying too – Ed.*)
Favourite toy: A stuffed cat pyjama case, called Christmas
First memory: Getting locked in the toilets in a campsite, and having to crawl under the door to get out
Most embarrassing fashion accessory: Red Bay City Rollers trousers that my mum made for me
I used to cry about: Laurel and Hardy

WIL OVERTON

Age: 29
Favourite toy: Action man
First memory: Swapping a load of toys and getting told off for doing so
Most embarrassing fashion accessory: My wiggly worm metallic orange T-shirt
I used to cry about: Cybermen

SUPER

NEWS NETWORK SUPER NINTENDO NEW

In Super Express this month: Making Mario music; SNES games for '94, fresh from the CES; previews of *Mortal Kombat II*, *Samurai Spirits*, *Bomberman 2*; all the newies from American Softworks; and loads more!

The characters are either brand new or they're updated a heck of a lot. For example, now you can 'be' Reptile. Come to think of it, you can 'be' Shang Tsung as well. What larks, eh readers?

In *MK* Kano had a knife and Scorpion had a harpoon. But in *MKII* nearly everybody's carrying a lethal weapon. It will make for some furious fighting and a whole new set of moves to puzzle out.

New from Datel is the Pro Action Replay 2, an upgraded design which incorporates some nifty new features. The peripheral doubles as an adaptor, working with some PAL and NTSC-specific cartridges, and allows up to 100 codes in operation simultaneously. Cor, eh?

Watch out for *Super Play* next month, when we'll have a close look at all the cheat cartridges on the market to see how good they are.

CENTRAL CHEATING

R EXPRESS

NEWNETWORK SUPER NINTENDO NEWS NETWORK SUPER NINTENDO

The game that quite a few American senators want to see banned: *Mortal Kombat II*. It'll be bloodier and bigger than *MK* by a long chalk. Except that it won't be bloodier on the Nintendo.

MORTAL KOMBAT II APPROACHES!

Here we go again. *Mortal Kombat II* has hit the arcades, courtesy of coin-op giants Midway, and it promises to be another 'cultural event'. The original was renowned for its crowd-pulling power, so expect the fetid atmosphere of a sauna on a Friday evening tube-train, when the sequel reaches your local video flea-pit.

The game itself? There are now 12 fighters to choose from, with Reptile climbing out of his spikey domain to take part in the contest. Sonja Blade and Kano have gone (tying up that particular background plot-thread), but some of the old faces – Raiden, Scorpion, Liu Kang, Sub-Zero and Johnny Cage – have been completely upgraded with new special moves and revamped graphics. The two new female characters, Maleena and Kitana, are armed with swords and a deadly throwing-fan respectively. Even Shang Tsung has returned, rejuvenated and eager to regain his title. The background locations have been changed completely, so expect some hidden challenges to rival The Pit.

Responding to recent concerns over graphic violence, Midway have fitted the coin-op with a special switch that disables the blood 'n' gore effects. It's doubtful, however, that the average arcade proprietor will want to make use of such a profit-reducing feature.

With cartridge sales of *Mortal Kombat* expected to reach 4 million, a home formats conversion of the sequel is inevitable: rumours of a September release schedule are already circulating. We'll review it then.

IN THE HUNT (Irem Corporation)

Irem's policy of converting popular American arcade games onto the Super Nintendo is continuing apace. The latest being *In The Hunt*. It's a two-player simultaneous action game which sees the participants defending the high seas in a fleet of high-tech submarines.

You must seek out the evil-doers who have their own undersea craft, and when they're in range, blast them to bits with a variety of state-of-the-art killing devices.

The game looks stunning, and is supposed to have some of the most excellent sound effects ever heard on the SNES. We've been told that before, but this time we might just believe it. A review should appear in the next two or three months.

Under development, underwater and under discussion here.

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FANHUNTER

By Zy Nicholson

You'll find no finer fanzines

The fan scene has certainly picked up in the past couple of months, and we'd like to thank all of you who sent in fanzines for our attention. It's a shame that we only have space to cover a selection, but you can rest assured that every 'zine we receive is read and considered, so do please keep them coming.

Animace #2 devotes a few pages to console gaming but, as you've probably guessed from the title, it is anime and manga that lies at the dark and twisted heart of this nifty 'zine. Highlighting the works of Shirow Masamune and the grislier side of manga, issue 2 has an open and friendly atmosphere that doesn't demand expertise on the subject-matter to be enjoyed. This is highly recommended, especially if you're just getting into the manga sensation or you remember the self-referential Saturday-morning series *Samuri Pizza Cats*. To get hold of an issue contact the Editor, Ed Gray (*An Ed called Ed? Room for confusion, surely? – Ed.*) at: 27 Gouldings Avenue, Walton On Naze, Essex CO14 8QL. Or, if you live nearby, get in touch with the Ace Manga/ Anime Club through Ace Comics,1 Headgate Street, Colchester.

For want of a better link, the Pizza Cats also crop up in *Animejin*. As well as the usual news and video reviews, the issue contains a very fannish convention report (ie The View From The Bar...) and an interview with *Dirty Pair* creator Takachiho Haruki. One of *Animejin*'s strengths is that it collects articles and opinions from a number of talented writers, including our very own Helen McCarthy. Editor Jonathan Weeks would like to receive more contributions from his readers, so if you think you have a good idea for an anime feature or review, then get in touch with him. Send £1.40 (or £7.50 for six issues) to: *Animejin*, 65 The High, Streatham High Rd, London SW16 1EY.

CACG stands for *Computer And Console Guide* (oh, rock 'n' roll!), a name which runs the risk of being cruelly abbreviated to *Cack Guide*. Thankfully the editor, Nathan White, needn't fear such derision: *CACG* is an informative, clearly-written and well-produced 'zine that's worthy of your immediate attention. Although it covers a number of formats (*Honestly, how can people afford all this hardware? Beats me – Ed.*), the biggest piece of pie is indubitably SNES-flavoured. You'll find discursive features on sound effects, the FX chip and the future of games, whilst the reviews follow a well-conceived theme to produce a comparison table of classic shoot–'em-ups (spot-on, too). A splendid read, and no mistake.

CACG can be yours by sending 50p and an SAE to: Nathan White, 3 New Street, Chase Terrace, Walsall, West Midlands WS7 8BT.

We've just enough space for some honourable mentions, which go to *Game Boy Gamer* (with SNES material too, peculiarly, for 50p and SAE to: Richard Murrills, 15 Windermere Road, Barnehurst, Kent DA7 6PN); and *VOTJEK* (reviews and chat of a SNESsy nature, 50p and SAE to: Ben Robinson, 116 The Wheatridge, Upton St Leonards, Gloucester GL4 9DP).

Until you get involved in the world of fanzines you won't know what you've been missing. It's a place where *you* can have a say for once, instead of listening to us boring old gits.

(Gametek)

Here's some news. There are these tanks, right, and they're at war with each other on these weird planets. There. That's the plot of *Spectre*. Hardly taxing, but that's because the plot isn't important. What *is* important with *Spectre* is that it's 3D, it's packed with sharp, angular objects to avoid, and it's very quick.

What you've got to do is wipe out the hordes of enemy tanks occupying the same zone as yours, You identify them by colour and you have to get them fairly and squarely in your sights, before unleashing plutonium death at them.

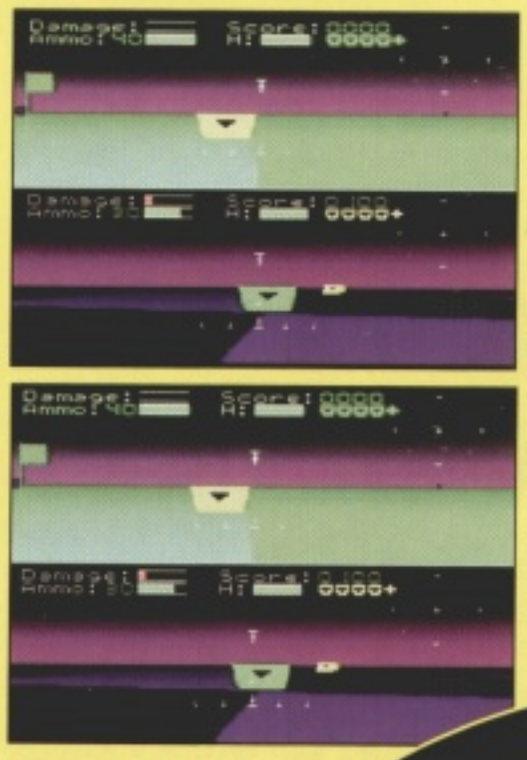
It's a simple idea, but when you play, you're instantly involved in a twilight world of hunting and being hunted, killing and avoiding retaliation.

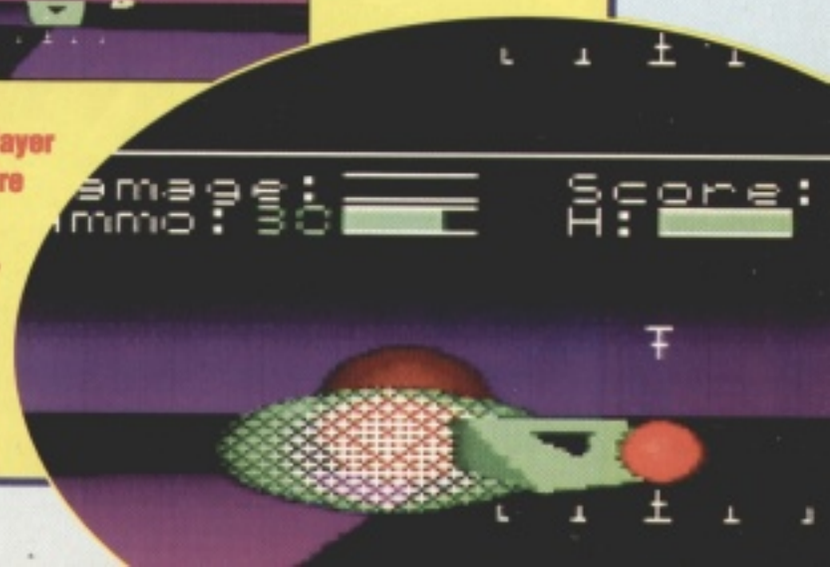
Each level has got an objective, which you can decide upon. You can choose to amass points by blasting as many enemy tanks to bits as possible, in which case the first player to reach a certain number of points is declared the winner, or you can capture enemy flags, which, like your own, are dotted around the landscape.

You have limited ammunition, but driving your vehicle over the many green squares will replenish your supplies, This means that, in a protracted fight, someone will run out of shells first and be forced to dash for a green square, whilst coming under heavy fire from the enemy.

Unlike versions of *Spectre* on other machines, on the SNES you can jump. This adds a new level of strategy – as you leap over your enemies to end up facing them from behind, guns at the ready.

Of course, there's a two-player option, with a split screen and all the features of the single player mode. So, even though *Spectre* is a simple game, it could well be one of those games you come back to time after time. Expect a review in our next issue.





Above: a two-player stand-off (they're facing each other, you see). Right: An explosion. How lovely. Such a pretty colour.

SUPER BOMBERMAN 2

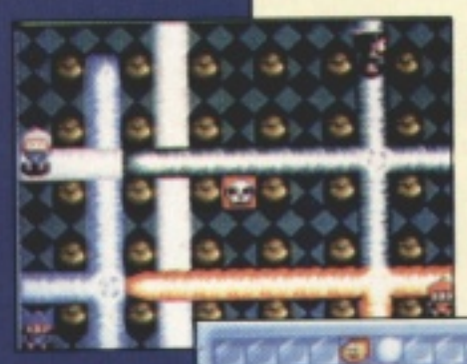
Hudson Soft

Scanning the page, a picture catches your eye. You look closer. The screenshots tell you that it's *Bomberman*, and yet it's somehow unlike the *Bomberman* you know and love. After a moment's reflection, you come to the conclusion that this must be a brand new *Bomberman* game. Well surmised. Readers of your calibre make our jobs so much easier.

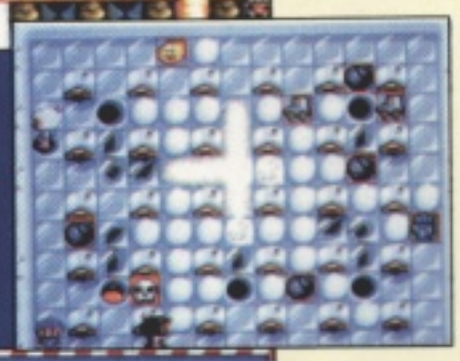
Super Bomberman 2 – from Hudson Soft once more – follows the same winning format of maze-like screens and Multitap compatibility. The functional graphics of the original have been made sharper and more detailed, though we suspect the one-player game will still pale in comparison with the four-player Battle Mode. New traps, bombs, magnets, warps and power-ups promise to make *Bomberman 2* even more devious and competitive than its esteemed predecessor.

If you've just purchased *Super Bomberman*, then take a deep breath and relax for a second: you haven't acted rashly. This sequel doesn't have a fixed release date as yet, and it'll be a long time before it receives an official UK release. Ask yourself if you could really go without *Bomberman*'s frenetic multi-player fun for that long.

Ah, thought not.



You can tell who's just blown you up, and thus who to get next time.



This new snowy scene looks cute, and is still familiar.

Quick, everyone get Sue! Get Sue! Get – no, not me, you fools!

LATEST MANGA RELEASES

Collecting a series of anything can be very satisfying; manga fans will therefore be elated to discover two more instalments of the most popular series...

DOOMED MEGALOPOLIS

Chapter 4: The Final Challenge
● Cert 15 ● 39 mins

As its title suggests, this is indeed the last we shall see of *Doomed Megalopolis*. And, in fact, our feedback suggests that the games haven't lived up to expectations, because they're too dark, mysterious, violent and incomprehensible.

Well, *Chapter 4* is consistent, at least. The action is set in 1925, and the evil sorcerer Kato keeps up his destructive fury at the rather undeserving Tokyo, by using a young and fairly innocent psychic called Keiko to awaken the much-vaunted dragon of the heavens.

It's been said by the Chinese mystic brainies that the dragon's breath would knock all the planets out of the Solar System. The Japanese-born Kato, being keen on mega-destruction, starts the whole thing in motion.

So you've got the Moon advancing towards Earth, everybody's panicking and things are in a bit of a mess. But 'can Keiko really be the key to halting the weird destruction and getting the Moon sorted out?' We won't give it away, but it's the *Final Challenge* and, well, we're all still here.

Left: Time waits for no man... In the doomed megalopolis.

In true hero style, Crying Freeman dashes to the rescue.

CRYING FREEMAN

Chapter 4: The Hostages
● Cert 18 ● 49 mins

Things are not going well for the 108 Dragons. Crying Freeman, the boss, is interrupted from his normally peaceful endeavour of chatting to his missus, by a call from the Wong family. These cheery souls are in a spot of bother themselves, primarily because three of them have been taken hostage by the KO – a world terrorist syndicate hiding under the anonymity of having initials instead of a proper name.

The ransom paid to KO is accepted, but the mischievous little blighters decide not to release the Wong trio after all. Freeman, suitably incensed, goes belting into the KO HQ. But the fool is also captured. So who can there be to rescue him? Surely not? It couldn't be! Yes! It's... er, something you'd better watch the video to find out.

The *Crying Freeman* series has been a trifle uneven, with high-points at *Chapters 1* and *3*. But it's nice to report that *Chapter 4* isn't bad at all. There's plenty of imaginative drawing and a neat, Western-style soundtrack which makes the whole thing very fast-paced. Whether *5* and *6* (the two remaining chapters) are as good, only time will tell.

UNSURPRISINGLY IT'S... THE SUPER QUIZ!

Only one man in the whole world can answer these questions. Just one man knows each and every Super Nintendo and anime secret. He possesses knowledge and power beyond most people's wildest dreams. He is a god. He and he alone can tackle the Super Quiz. But, unfortunately, he's staying at his mum's in Brighton, and can't be contacted.

EASY

1) What's the name of the woman behind *Ranma 1/2* and the *Rumik World* series?
2) How many teams can you play in *Madden NFL '94*?
3) What's the name of the rapper on the *SuperMarioLand* single?

MEDIUM

1) What does Neko mean in English?
2) What was the name of Neko's 'girlfriend'?
3) How much do you save when you get a subscription by direct debit?

HARD

1) What does Gohan mean in English?
2) What is the connection between *Dragon Ball* and *Dragon Quest*?
3) In what year was Fei Long born?

There. We warned you that we would be asking questions later. That should teach you to read *Super Play* more thoroughly. Although it probably won't, actually. Fortunately for you, we've printed all the answers on page 98.

AUSTRALIA GIVES OUT CERTIFICATES

The games classification debate has taken a new turn, with Australia stating that it will classify all video games using three certificates. G is suitable for all ages, R means that parental guidance is strongly recommended, and X is strictly for over-18s only.

The system being introduced will operate very much like the film and video cassette restrictions currently in place all over the world. The most interesting twist to the story is that arcade coin-ops are also being included in their classification system. It is, we, believe, the first time this has happened. Whether or nor it proves to be popular or effective will become clear later, and we'll have an update some time in the future.

AMERICAN SOFTWORKS SPRINGS INTO ACTION

The American Softworks Corporation isn't a name we hear much of in the UK, but they're certainly aiming to change that with their line-up of SNES games for the Spring...

SNOW WHITE: HAPPILY EVER AFTER

Another video follow-up, this is an action adventure which features all the characters from the film, including the Dwarfelles, Shadowman, Moonbeam and Lord Maliss.

As you might expect, it's a very visually appealing game, with younger players definitely targeted. But don't expect it to be simple either to play or to look at. There are loads of digitised graphics and animation, and the levels will be pretty tricky before you finish the game, with dragons and spitting gargoyles as the bosses and mini-bosses.

So, if you fancy getting Snow White through the Enchanted Forest, over the glittering waterfalls and through the Dark Caves towards the big, forbidding castle, then watch out for our review. It might be as soon as next month!

SUPER TROLL ISLANDS

It's simply incredible how these supposedly cute creatures have caught on in the 'civilised' world. But anyway, now there's going to be a game about them. The Troll Islands have been plunged into a murky, gooey darkness by someone calling himself the Evil Overlord.

This self-styled nasty villain has summoned the elements of fire, air, earth and water to do his bidding. You'd think that having such fundamental forces on his side would give him something of an unassailable advantage. But don't underestimate those cheeky Trolls.

You must run through each landscape bringing back the colour. When each complete window-frame has been coloured, you can then proceed to the next. And, as soon as you've done all five Islands, the Trolls can go back to living in peace on key-rings and pencil cases. The review of this one is a couple of months off.

'I am a troll and I live in a hole...' Or was that a mole? (*You're sacked – Ed.*)

SKÜLJAGGER'S REVENGE

Another biggie from American Softworks. It boasts extensive rotoscoping techniques, which combines real action with computer-designed overlays to give a greater sense of realism.

The cart will contain 16 meg of action, combat and adventuring (all frighteningly realistic) and you'll be in the thick of it, playing Storm Jaxon. He's got his work cut out, when the evil Skülljagger appears on Earth and starts taking over. In the original *Skülljagger*, Jaxon had a sword, but this time he's been given a vastly powerful gun.

There are three paths you can take to play the game. You can either opt for all-action, action and adventure, or just adventure. Each is absorbing in its own way, and you could say that having the choice means greater value for money. Oh, and it comes with a cluebook too.

This is what real boxing looks like...

CHAVEZ

It's not easy to guess from the name, but this is, in fact, a boxing game. You play somebody called Julio Cesar Chavez as he battles 25 other boxers (who you can be as well, if you so choose). Then, when you're ready to fight, there are 12 gruelling rounds to go through. Boy, will your fingers be aching at the end of that lot.

To add more variety to the game, you can create your own boxers. You can adjust the power, speed and stamina until you're sure you will be the greatest.

Apparently, *Chavez* is out in Mexico already, and is the first Nintendo game to feature Spanish language voices, as well as Spanish on-screen text, and a bilingual instruction manual. Whether this will be the version we see is another matter, but the Mexicans love it, and it's currently ranked number 1 in their Super Nintendo charts.

...and this is how it turns out in games.

Skülljagger himself. A circus clown crossed with Ghengis Khan. Probably.

GALACTIC DEFENDERS (Culture Brain)

This is really the Japanese game *Super Chinese World 2.*

It's about time we had a space-age beat-'em-up, reckon Culture Brain. So they're busy finishing *Galactic Defenders*. The storyline? Well, apparently, peace has been shattered right across the Galaxy by the kidnapping of Emperor Chin (yeah, as in chinny reckon).

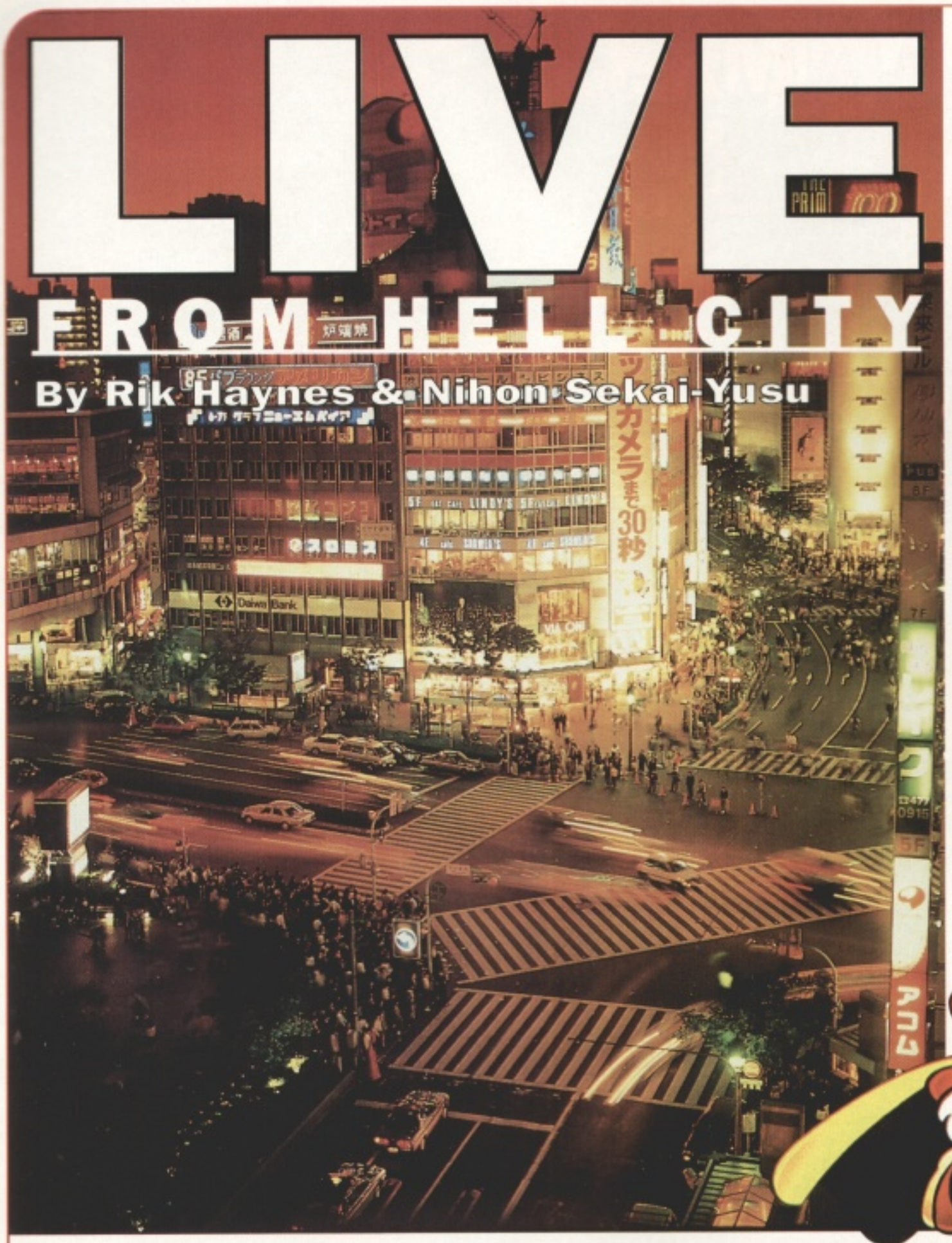
Despite having vast warfleets of missile destroyers and such like at their command, the beleaguered citizens decide to send in Jack and Ryu, two everyday good ole boys, with hefty fists and a not-unimpressive arsenal of guns.

You can either play the game as a quest to beat various increasingly harder foes, until you've secured the freedom of the Chinny fellow, or you can play one-on-one tournaments with other individuals. This sounds like a great option, a la *Tuff E Nuff*.

Galactic Defenders might just surprise everybody when it eventually comes out. Watch for the review in *Super Play*!

LIVE FROM HELL CITY

By Rik Haynes & Nihon Sekai-Yusu

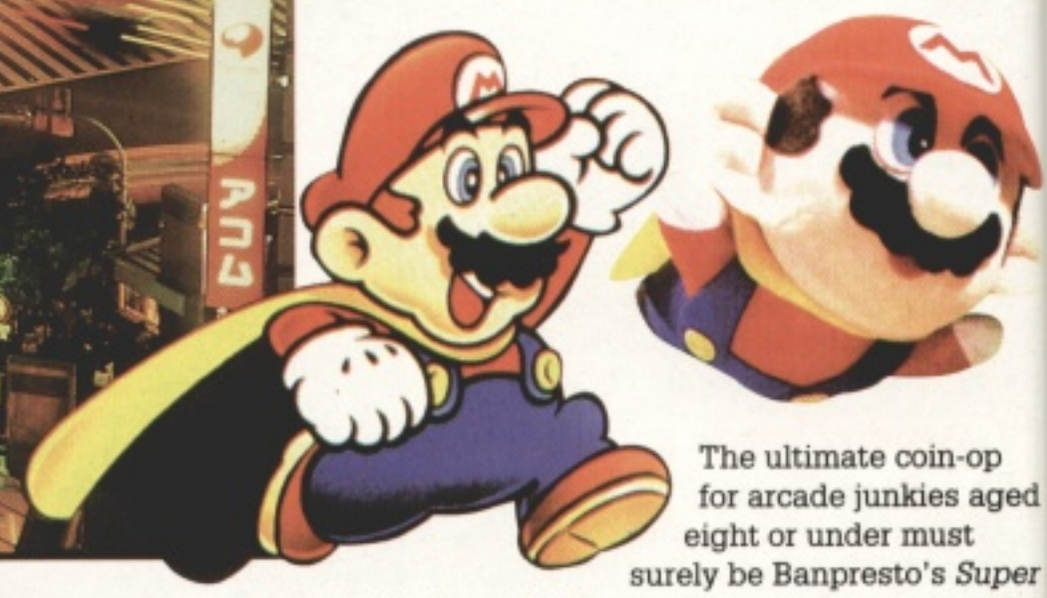


Wouldn't you just *kill* to have a go on one of these? Right: And there are loads of variants to choose from

Last month we looked at Mario starring in a bunch of TV shows and adverts... But video games, dance music on CD and fizzy drinks are just the beginning for Banpresto and our plumbing pal!

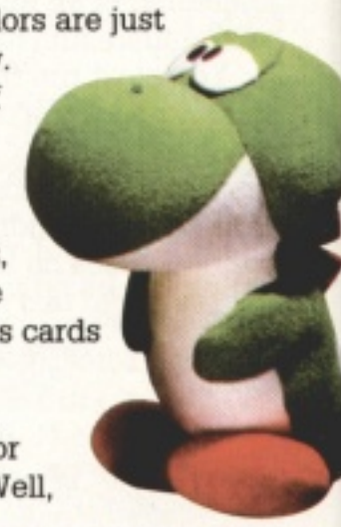
What have Nintendo, candy floss machines and tacky seaside resorts got in common? All of them appeal to little kids, of course. And over in Japan Banpresto has a complete range of kiddy rides out, featuring the characters from *Super Mario Bros*, *Ultraman*, *Godzilla*, *Dragon Ball Z* and many other popular TV shows, toys and video games. They basically follow the same formula as the machinery available over here – the kids sit inside a replica car or aeroplane while it moves around and makes a funny noise for a couple of minutes. Fun, eh?

If a cute kiddy ride doesn't sound exciting enough for you, how about Mario and Yoshi bumper cars? Or a kiddy ride with a screen displaying some kind of tame video game?



The ultimate coin-op for arcade junkies aged eight or under must surely be Banpresto's *Super Mario Bros* athletics sim. You can actually work up a sweat on this pseudo exercising equipment, whilst racing Yoshi dinosaurs or chucking hefty hammers at Bowser.

And there's no escaping Mario, Yoshi and friends when you go shopping or watch a movie either. If they prove to be successful, those balloon and popcorn vendors are just the beginning of the story. Banpresto offers plenty of other goody machines selling such diverse merchandise as jigsaw puzzles, phonecards, toys, pencil sharpeners, bubble gum, notebooks, collectors cards and much more.



Did you get a pair of *Captain Scarlet* slippers for Christmas? Well,

Far left: Moomin slippers are very big in Japan. As are Mario and friends slippers. Which is strange because Japanese feet tend to be very small. Above: A Yoshi toy. Brilliant.

Above and below: The Japanese *love* putting coins into things – bank accounts, wishing wells and arcade machines perennially come tops. Right: Here's a *Pretty Soldier Sailor Moon* machine, which you, er, control using that bizarre sort of circular controlling thing. Weird, eh?

the toes of your counterpart in Japan are probably being warmed by Mario, Luigi, Yoshi, Princess Daisy and, strange though it may seem, a cuddly version of nasty old Bowser.

Plush dolls were also top of most parents' Christmas lists in Japan this year, but some of them could only be obtained by wasting lots of money on those 'grab a gift' crane machines, known as UFO Catchers in the arcades. This trick seems to work because Banpresto keep introducing new lines for their machines, such as *Super Mario Bros 2* with Mario in frog and beaver guises.

And UK availability? Well it isn't likely, although the slippers might one day go on sale in this country.

Black belts

Fighting fans are in for a real treat over the coming years thanks to an onslaught of action films based on their favourite beat-'em-ups. While the world waits with bated breath for *SFII* to be given the *Die Hard* treatment, Tradewest and Greenleaf Productions in the States are sneaking by with *Double Dragon: The Movie*.

As in Stallone's latest blockbuster, *Demolition Man*, Los Angeles in the near future has been devastated by a massive earthquake and some bad guys are in control of what's left. The teenage heroes – two relatively unknown American actors – relive the fancy martial arts moves of their pixel partners, but the naff 'girlie rescue' plot from the video game has been dropped in favour of a magical medallion quest, or something equally inspired. Also, new characters have been introduced to strengthen the female roles which previously boiled down to a bimbo and suspender-clad girls wielding whips. Robert Patrick, the evil boss, will be familiar to anyone who saw his head-splitting escapades when he played the terrifying T1000 in *Terminator 2*.

Can the budget on *Double Dragon* afford those kind of gorgeous computer special effects, though? The director, Jim Yukich has handled music videos for the likes of Michael Jackson and Phil Collins, so there should at least be some pace to this slug-fest.

What's the connection with Live From Hell City? *Double Dragon* was originally a Japanese coin-op, stupid.

FANTASY QUEST

by Rik Haynes & Nihon Sekai-Yusu

Following last month's announcement of the release of *Final Fantasy VI*, we take a closer look at the latest exciting developments from Square Soft.

ROMANCING SA•GA 2

Square Soft • 16 Mbit • Out now

This latest fantasy RPG offering from Square Soft has been selling well in Japan since its release in early December '93. In fact, during the first day of its availability, the prestigious Akihabara branch of Bic Camera, the Japanese consumer electronics equivalent of Harrods or Selfridges, set up a special stand just to sell *Romancing Sa•Ga 2*. As the release date was on a Friday instead of the more usual weekend launch, the crowds of punters waiting outside weren't as large as they were for *Dragon Quest V*, because the kids had to attend high school. So why was it one of the biggest Super Famicom titles this Christmas? Because, as it's from the same stable, *Romancing Sa•Ga 2* has strong similarities with the *Final Fantasy* series and plays pretty much the same.

The big thing about this game is that you play the emperor of Avalon and, even if your character dies, you can choose their successor and continue ordering people about. The story goes something like this: Leon, the first emperor of the kingdom, has two sons. His eldest is a great warrior, but, unfortunately, he and Leon are killed by beasties during a hunting jaunt in the forest. You take on the role of the youngest son, Gerald, who's an intellectual and not very good at fighting. His ultimate goal is to lead a party of adventurers on a quest to find seven legendary heroes and save the empire. The monsters you encounter on the way each have their own method of attack and you must learn to avoid any special moves. Magically transferring power and skills from dead characters is just one of the neat tricks that can be employed.

The main visual difference between *Romancing Sa•Ga* and the *Final Fantasy* series is the speech bubbles that appear when the characters communicate. But the gameplay's pretty much the same, with loads of hit points flying about during the fiercer battles.

The *Sa•Ga* series began life on the Game Boy, and it's now another top-seller in the tough Japanese RPG wars.

As with all Japanese RPG's – especially with Square Soft games – long before a game's release, players are introduced to the characters through illustrations and a load of completely useless information, such as their blood type, date of birth and other vital statistics.

MAKING MUSIC

If after reading this month's Music Of Life feature on page 28, you still think that video game music albums are a new idea, then you're not a regular *Super Play* reader are you? As with the *Secret Of Mana* (see Fantasy Quest last ish), *Romancing Sa•Ga*'s music is also available on CD. Unfortunately, it's not on release over here – yet.

Not orchestral, not remixed, just the pure Super Famicom soundtrack.

FINAL FANTASY VI

Square Soft • 24 Mbit + battery back-up • March 1994

Set 1,000 years after the big war in *Final Fantasy V*, the next *Final Fantasy* saga is already shaping up to be the biggest Spring release in the Japanese video game industry.

The story? Well, a lot of people died during the devastating conflict a millennium ago. As a result, the magical arts all but disappeared, to be replaced by a mechanical civilisation. Now the evil Gastra Empire is trying to regain those lost magical powers and conquer the world by developing machines and weapons. Mado armour, the most terrifying toy in their arsenal, is being used to crush towns and enslave your population. Among the addition of many new creatures and characters, there are five main central figures for *Final Fantasy* fans to concentrate on – Edgar, Tina, Lock, Mog and Mush. Edgar is the young king of Figaro, tucked away in a castle in the middle of a desert. This oddball sounds like a combination of Q and James Bond – a womaniser who invents gadgets and weaponry. Tina is in control of that frightening Mado armour but little is known about Lock and Mog (except that Mog's a small white cat-like creature with little red bat wings and a very strange hairstyle). Mush, Edgar's weirdo brother, is a happy-go-lucky monk whose favourite pastimes are eating nuts and changing the interior of his bedroom.

With a massive 24 megs to play around with, the designers of *Final Fantasy VI* are expecting to put far more effort into the presentation of the product. Again, tweaks in the *Final Fantasy* game engine are expected and details are emerging on a weekly basis in the build-up to the launch. That thirst for knowledge and general trivia frequently reaches ridiculous levels. Japanese video games magazines, for instance, recently published a chart for Edgar and his colleagues detailing their birthdays, weights, things they dislike the most and blood type! Whatever next?

Above: From these opening shots it's clear that Square Soft have upgraded the look of *Final Fantasy VI*, with the mecha and landscaping effects in particular looking far more natural than in the previous games.

Above: Though many years have passed since *Final Fantasy V* was released there are still some familiar faces around, like the Chocobo bird.

Right: It seems that mobile suits are this year's game accessory. There's the giant mecha Goemon in *Ganbare Goemon 2* (reviewed on page 40 as *Legend Of The Mystical Ninja*), and now the Mado armour in *Final Fantasy VI*. This seamless mixing of magic and technology is essentially what differentiates the content of Japanese and Western RPG's – it's very unlikely that you'll ever see Young Merlin in full battle armour.

FINAL FANTASY ON FILM

In the run-up to the Spring release of *Final Fantasy VI*, Square Soft is releasing a series of OAVs (Original Animation Videos) on laserdisc and video. *Kazenosho* (Wind Chapter), *Honoonosho* (Fire Chapter), *Tatsunosho* (Dragon Chapter) and *Hoshinosho* (Star Chapter) are four separate 30-minute episodes with original storylines set 200 years after the finale of *Final Fantasy V* (which will be *Final Fantasy III*, when it finally arrives in the US later this year). Nevertheless, famous characters from previous *Final Fantasy* adventures, like Chocobo and Shido, will be included in the stories. The director, Mr Rintarohas, previously headed up the movie versions of many popular cartoon shows in Japan, including (for all you older anime fans out there) *Galaxy Railroad*. Of course, scenario writer, Satoru Akahori and Square Soft themselves have also been involved in the development of this eagerly anticipated production. Hopefully, now that Square Soft RPG's are getting more recognition in the West, we may eventually get a chance to see the anime versions of *Final Fantasy* as well as translated versions of the games.

Purittsu and Rinarii face the dangers of *Final Fantasy*.

Right: The young hero and heroine of the *Final Fantasy* OAV are drawn in a more recognisable anime style than their video game counterparts.

INFORMATION OVERLOAD

Do Japanese games players *really* need all this stuff to be able to relate to the characters?

LOCK COLE

AGE: 25
HEIGHT: 175 cm
WEIGHT: 67 kg
DATE OF BIRTH: 11/24/?

TINA BRANFORD

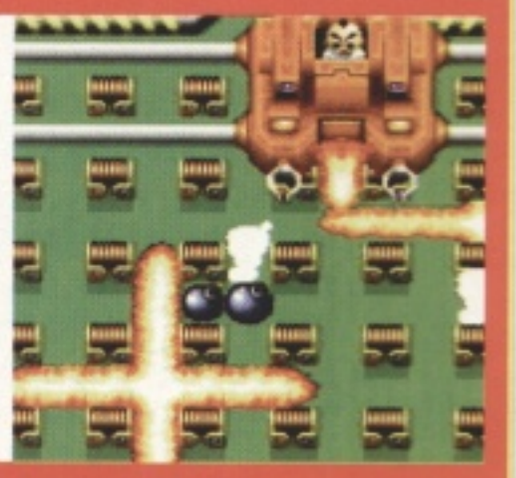
AGE: 18
HEIGHT: 160cm
WEIGHT: 48 kg
DATE OF BIRTH: 10/18/?

SUPER PLAY'S HOT LIST

Once again, we turn to the team. And, once again, all they do is provide low-quality humour...

JAMES

'The brilliant *Super Bomberman* has been my joypad-testing games choice recently. But, weary of continued world conflict, I was rather hoping for a new Super Nintendo-related peace initiative. Sadly, a quick phone-call to Hudsonsoft revealed that *Super Cease-Fire Man* isn't on the cards until next year...'



SUE

'I zipped around the *Wolfenstein 3D* map, blasting people who looked suspiciously like those in a movement that was around in Germany in the '20s, '30s and '40s. But no. I can't be right. After all, wasn't their symbol more crooked, and didn't their hyperactive leader have a small moustache? The chap in *Wolfenstein* is clean-shaven – totally different.'

ZY

'What else but *Rock 'n' Roll Racing*? Amusingly, over Christmas I was accidentally miniaturised and left inside a Walkman, which in turn was placed in a remote control pick-up truck controlled by a manic three-year-old. So, when I say *Rock 'n' Roll Racing* is realistic, I speak from personal experience.'

LISA

'I thought the *T2 Arcade* might be a perfect place to visit if I wanted to buy some clothes, or maybe a pair of nice shoes. But, for a shopping arcade, it was strangely filled with robots, explosions and scenes of post-apocalyptic distress. I found little in the way of bargains and there was radioactive fallout everywhere, spoiling all the goods on display. So I went home.'

WIL

'People keep asking me, "What is the Secret Of Mana?" I invariably reply, "Don't burp at the table, curtsey to royalty, don't speak until you are spoken to and always say please and thank you." I love the hours of humour you can derive from the confusion that arises between the words Mana and manners...'

PLAYMATES ON THE SNES

'You must tell me! Where's Picard and Kirk?' 'Ha! Those primitive fools were limited to terrestrial channels.'

The massive Hong Kong firm Playmates is to start producing games for the Super Nintendo later on this year. The company, which grew to its current size on the back of the *Teenage Mutant Ninja Turtles* craze a few years ago is now boasting a turnover of $700 million.

The first SNES product is thought to be *Deep Space Nine*, based on the Spielberg-produced TV show. It's unlikely we'll be seeing this game before June or July, but *Super Play* expects the company to announce further launches in the intervening time. Another title being considered is *Exo Squad*, a Universal Cartoon Network animated series which enjoys considerable popularity.

More news on Playmates later on in the year.

Power Play competition winners

Remember the competition we ran back in issue 14 (December) where we asked you to come up with inventive anagrams of Dominik Diamond? Well, we've chosen the 10 lucky winners (who will each receive their very own copy of the *Power Play* video, that stars Danny Curley and Dominik himself) from amongst the hundreds, nay thousands, of entries that poured into the *Super Play* office. In fact, rarely has a competition which incites you to use your creative skills been so well received. Honestly, we get tired of asking stuff like 'What's the name of the Chinese girl in *Street Fighter II*? (Clue: it rhymes with bun tree)'. And 'Which character has the most–(*Get on with it – Ed.*)

Er, those clever winners, with their anagrams, are:

CAROL PLACE FROM BEDALE, N YORKS:
SPECCY SCOTTISH GIT

ANDREW HAMILTON OF SUNDERLAND:
MINI NOMAD, KIDDO

AARON HAYES FROM NEW BARNET, HERTS:
DID I MIND A MONO
I MIND DIAMOND, OK?
NO DO DIM DOMINIK
DID NIKI DOOM MAN?

WILLIAM MURRAY OF NORTHAMPTON:
NICK A MINI ODD MOP
MAD DICK DOMINION

MARTIN PIDDOCK FROM FOLKESTONE IN KENT:
A DIM DODO IN MINK

RITA GUINESS OF NEWCASTLE-UNDER-LYME:
MAD DIM ONION KID

CRAIG ROLLIN OF BARNSLEY, YORKS:
DONI AND I KID MOM

ALEXANDER FERRIS FROM BIRMINGHAM:
MAID IN KIND MOOD

SIMONE SMITH FROM GLOUCESTER:
DO MAIN MIND KIDO

JEFF PARKER OF LONDON:
KIND MAID DOMINO

creating a world of difference

kick it!

Disaster!

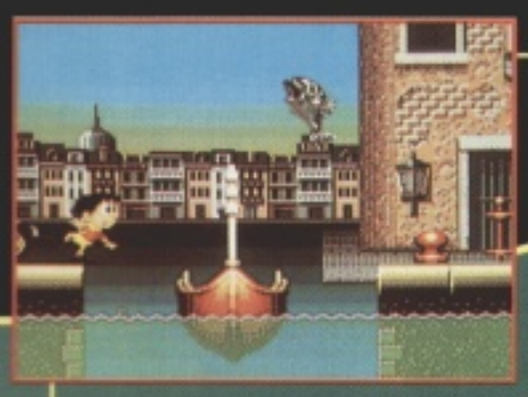
Seconds before the 1994 World Cup final was due to begin an alien of the cup-collecting kind swoops down and steals the World Cup trophy.

SOCCER KID™

Double disaster!

The careless alien collided with an orbiting asteroid and the top trophy was smashed into five pieces which are now scattered around the globe. Join football crazy Soccer Kid in his quest to recover and reassemble the World Cup.

Prepare to meet all manner of madcap characters in dozens of lush, detailed locations ranging from England, to the Italian Riviera, through Russia's frozen forests. Take a ride on Japan's Bullet Train and end up on the rough and tough city streets of the U.S.A. It's awesome arcade action all the way with a blistering soundtrack to match.



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Big in Japan

Remember the 'Win a trip to Japan' competition that we ran a few months ago? Well we can now announce the lucky winner. It's... Wait for it... **Gareth Bailey** of **Cornwall.** He'll be heading off towards the Land of the Rising Sun on the 10 February, for a massive 10 days' holiday. During that time he'll be allowed inside Nintendo of Japan's HQ, as well as Konami's top command and control fortress on the coast.

Congratulations Gareth. We're not green with envy, oh no!

UNDERCOVER COPS

(Irem)

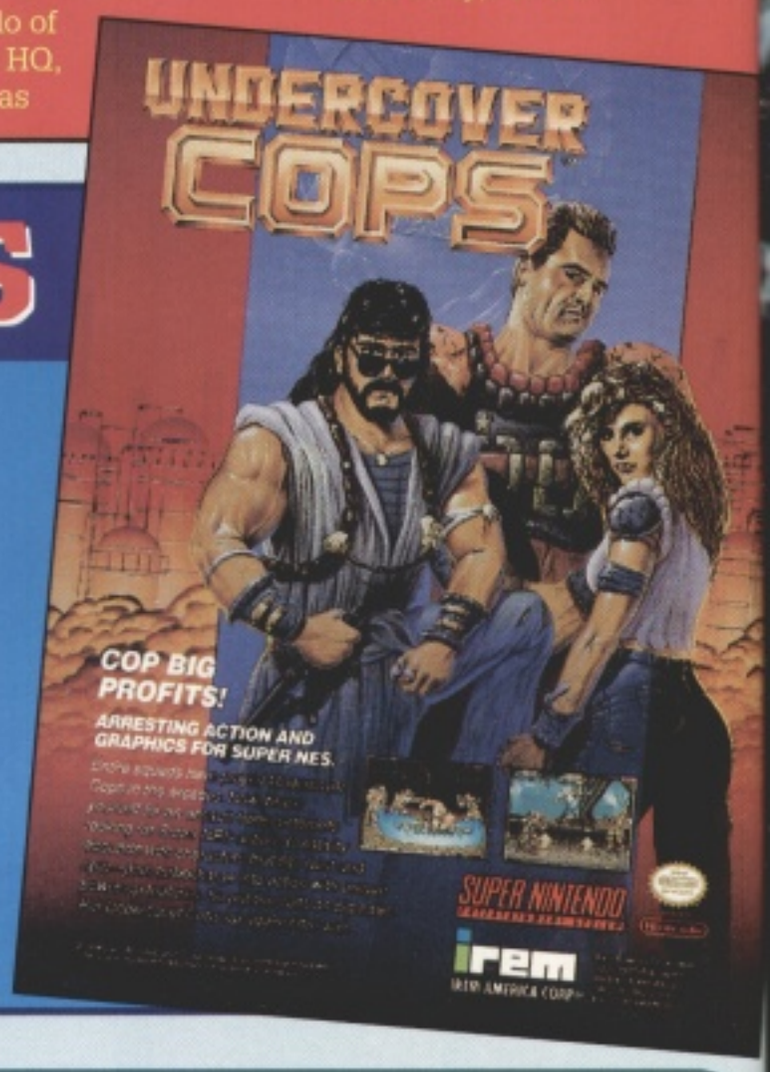
This was quite a hit in the arcades, if memory serves. And, indeed, it's served an ace in this instance, because the game is currently attracting a lot of attention in the US.

It's a beat-'em-up with truckloads of enemies, tons of power-up features to improve your character as he or she progresses, and loads of special moves. There's none of your standard 'punch, kick or walk away' stuff here. There are three characters to choose from; Claude, Bubba and Flame, and they're rather keen to take on the five dirtiest and most powerful gangs in the world. This might seem like recklessness bordering on insanity, but our three chums are astonishingly proficient with their feet and fists, and always give a good account of themselves in a scrap.

There are five missions to thump your way through, before you reach the Father of Crime himself. It's major-league 'hand-to-hand combat action' as Irem say.

Well the graphics certainly look very impressive from what we've seen so far, and if the arcade machine is anything to go by, it should be a goody. So wait for the review in a couple of months.

You can't beat maverick cops. Except with a big stick.



BLABBERMOUTH

with Kris and Tel

Being plutonium-powered, Kris and Tel weren't allowed on the scheduled flight to the Las Vegas Consumer Electronics Show (CES), so they stowed away aboard a clapped-out trawler carrying a cargo of bananas to Las Vegas. Fortunately, they arrived just as the show was opening. Let's hear what they had to say about it...

☎ Hey Kris! What did you think of the CES?

☎ Well, Tel, what caught my eye was the number of new machines which will be trying to topple the SNES from its throne. The 3DO, the Jaguar, the mysterious new Sony machine; they're all looking greedily at the huge SNES market.

☎ That's right, Kris. But they've got a long way to go. Nintendo of America said that this year they expect to sell a total of 6.7 million Super Nintendos in the US alone. But they're still admitting that Sega are their biggest headache.

☎ Hmm. Do you think that there'll be a large number sold in this country, Tel? The reason I ask is because prices seemed to be getting cheaper around last Christmas.

☎ That's right, Kris. Loads of consoles and carts were sold, but price wars usually happen when retailers don't think they're selling enough. So sales will turn out to be steady and healthy but not astronomical. That's my prediction.

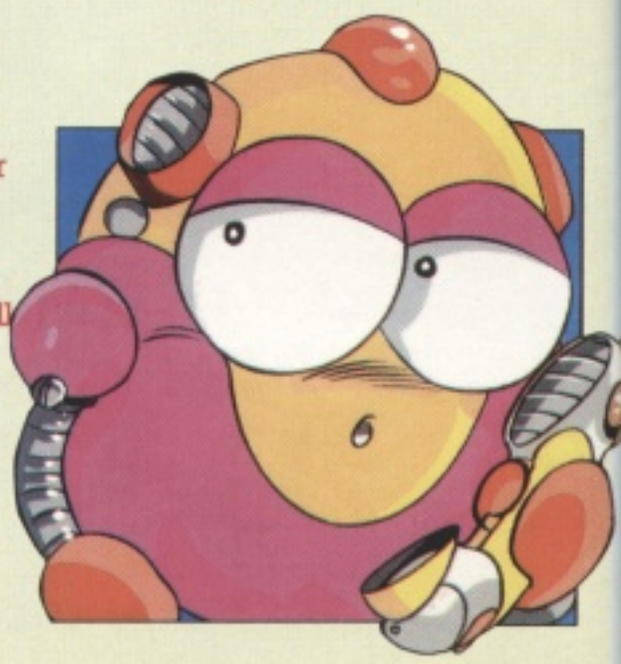
☎ I see. Well, we certainly managed to see lots of new stuff at the Show. Hudson Soft are always a name to watch out for, and I was impressed with their line-up for the SNES in '94. As well as *Inspector Gadget*, that bionic law-enforcer, they've got *Dig And Spike Volleyball*, which I believe is only the second SNES volleyball representation. There are six players to a team, and you can play all of them. If the game is as fun as, say, *NBA Jam* (see page 46), we'll be playing it to death. Which reminds me, I'm still waiting to get my hands on *Ryan Giggs Champion Soccer* from Acclaim. That should be another smart licence, officially endorsed by the zippy, yet always-in-control, Manchester United number 11.

☎ Aren't Hudson Soft responsible for the Super Nintendo version of *Beauty And The Beast*? That should be another massive release. And you even get to play the Beast! I've often thought he looks a little like Blanka. Haven't you, Kris?

☎ No. But before we move on from Hudson Soft, there's a very strong rumourette claiming that they are currently programming *Super Adventure Island II*, in which you, as Master Higgins, will visit six action-packed islands in order to find Tina, your true love. The rumour goes on to say that this game will include far more role-play-style gaming like that on the NES and Game Boy. Excellent.

☎ Meanwhile, Kris, I was talking to Hi Tech Expressions. We haven't heard much from them before. But it transpires that they're programming *Mickey's Ultimate Challenge*. It's a kids game, but should have 'puzzles for all the family' in it as well. All the Disney chums are there, including Donald Duck and Pluto. The idea of a Disney adventure game seems pretty novel to me, so I can't wait to see it.

☎ Sorry, Tel. I must interrupt you there. I can distinctly hear officers of the Illegal Aliens Department of the CIA approaching, armed with semi-automatic pistols and friction-taped baseball bats. Time to hide, I think!



Wolfenstein 3D

A MASTERPIECE IN SEARCH AND DESTROY.

"TECHNICALLY IT SPITS OVER THE 3D SECTIONS OF JURASSIC PARK"
Deniz Ahmet -
Computer + Video Games-Dec 93

"ITS A BIG GAME AND A SOLID CONVERSION OF THE PC"
Deniz Ahmet -
Computer + Video Games-Dec 93

"OOZES ATMOSPHERE AND LOTS OF BLOOD"
Chris Buxton-
TOTAL MAGAZINE-
Jan 94

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ANIME WORLD

Pronounced 'ah-nee-may'

TAKAHASHI TIME

Helen McCarthy takes us into the world of the manga writer with a look at the work of Takahashi Rumiko, who's responsible for some of the best-known stuff.

The Manga Video release of *Fire Tripper* is the first anime by Takahashi Rumiko to get an official release in the UK, although the work of this most successful of Japan's many successful female manga artist/writers has been circulating on the fan scene and at conventions for some time.

Takahashi is popular throughout the world; her anime work has been televised and her manga translated in Europe and America as well as selling in huge quantities in her native Japan. *Ranma 1/2* alone has enough merchandising to fill several large trucks and make the lucky owner of a complete set both very rare and the likely recipient of death threats from the less fortunate amongst the *Ranma* fanatics.

Lum (above) is in love with a guy called Ataru. But he's a bit of a nasty piece of work.

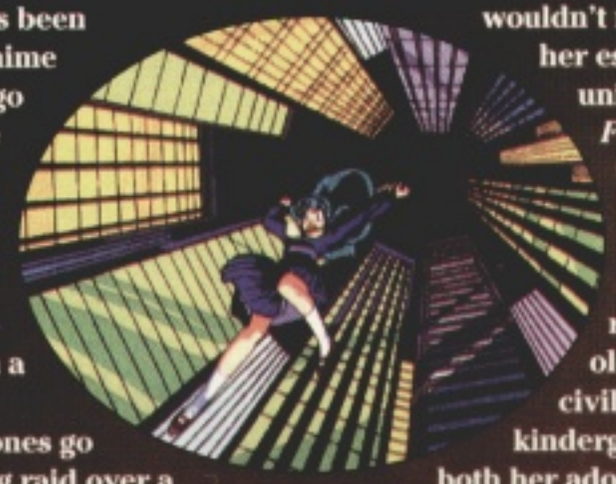
Here's Lum, from *Urusei Yatsura*. But where's her tiger-skin bikini, eh lads?

Fire Tripper is a good, solid piece of writing, charmingly animated, but it's not Takahashi's best work. In her own opinion, that's her solid social realism pieces like *Maison Ikkoku*, the series about a young widow who's a manageress of a Japanese boarding house. The story revolves around the inhabitants and the romance between the widow and one of her boarders. Quiet, but powerful, *Maison Ikkoku* is devoid of SF or fantasy elements and relies on the writing and the characterisation for its strength.

However, Takahashi-sensei knows that what her public likes best is science fiction soap opera. They've proved it by the reception given to her two biggest successes – *Urusei Yatsura* and *Ranma 1/2*. *Urusei Yatsura* (the title contains several complex Japanese puns, but is normally translated as *Those Obnoxious Aliens*, and known in some areas simply as *LUM*, after the central chara) opens with a game of tag on which rests the fate of the Earth, and carries on with Lum falling deeply in love with her opponent in the game, local high school lech Moroboshi Ataru. She decides they are engaged to be married and stays on Earth to be with her 'darling', going to Tomobiki Town's high school and causing havoc with her various alien and psychic friends.

Urusei Yatsura is a huge series of manga, films, OAVs and TV episodes,

If you're a fan of *Urusei Yatsura* you can buy a 51-laser disk box-set of all the episodes. It'll cost a cool £3,000, though. And you'll need a laser disk player too.



some of which has been subtitled by US anime company AnimEigo and is likely to be available on the Anime Projects label here soon. My own favourite episode is *Angry Sherbet*, in which a horde of enraged alien ice-cream cones go on a dive-bombing raid over a park and... Oh, it's too complicated to explain! See it at Aukcon (the *Anime UK* convention) on 19 February if you want to know the whole story.

Similarly huge, and even more successful, is *Ranma 1/2*. A new OAV series is in production, with more footage of the cute, gender-switching Saotome Ranma and his/her fiancee and friends. If *Urusei Yatsura* is a cult, *Ranma 1/2* is a fully-fledged religion, and its object of veneration is a pig-tailed, dark-haired martial arts student who falls into an enchanted pool in China and thereafter turns, when wet, into a pig-tailed, red-haired martial arts student with a new set of curves and serious relationship problems. It's worse for his/her father, who turns into a panda when wet; another chara becomes a pig if sprayed or showered. It's hardly social realism, but it is enormous fun.

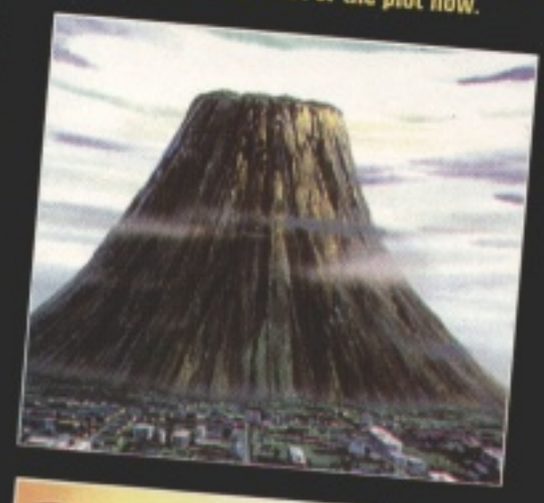
Ranma 1/2 has been translated both in manga and anime and is available from Viz, the Japanese-owned US publishing house which is also bringing out the *Silent Möbius* manga and *Gundam* film comics. You can get the *Ranma 1/2* manga over here from any good comic shop, but, at the time of writing, no one has announced plans to release the anime version despite its huge success in the US. However, given the growing interest of UK companies in anime, it can only be a matter of time.

Meanwhile, there's *Fire Tripper*, part of Takahashi's *Rumik World* – a series of unrelated manga stories created to let her write things that wouldn't really 'fit' any of her established universes or charas. *Fire Tripper* is an updated classic folk tale – of a high school student who's really a 500-year-old refugee from civil war, a kindergarten kid who's both her adopted brother and her past/future husband, and the power of love over time. It's not her best work, but I recommend it to anyone who can take anime without tentacles, gore and alien sex. Other episodes in the series are *Maris The Chojo*, a pure slapstick comedy about a strongwoman with a serious attitude problem, and *The Laughing Target*, a chiller in the best horror tradition.

Leaving aside the deceptively simple and cute artwork and the SF and fantasy tricks 'n' treats, Takahashi Rumiko is a superb writer. This is why her work translates so well from manga to anime, her own identity firmly stamped across it even after it's been through the hands of chara designers, background artists, art directors etc. And some of those other hands on her work have gone on to become very famous indeed – the chara designer on the first *Urusei Yatsura* anime back in 1981 was one Takeda Akemi, who went on to create a galaxy of other charas culminating in the glorious Noa Izumi and Co for Headgear's *Mobile Police Patlabor*. but the guiding intelligence behind her work remains very much that of Takahashi-sensei herself.

She's a true original and a deeper and more flexible writer than many who love her cute, wacky superstar creations realise. Whether you're into *Ranma* and *Lum*, or whether you throw up at the merest hint of cute, you should give her some attention.

Here's more frozen action from *Urusei Yatsura*. It features, er, a *Close Encounters*-type mountain, a small girl, the same girl again and some people talking. Damn – we've given away most of the plot now.



Note how Lum seems to have tiny little horns. Oh what a giveaway!

SAMURAI SPIRITS

Kill, Rex! Kill!

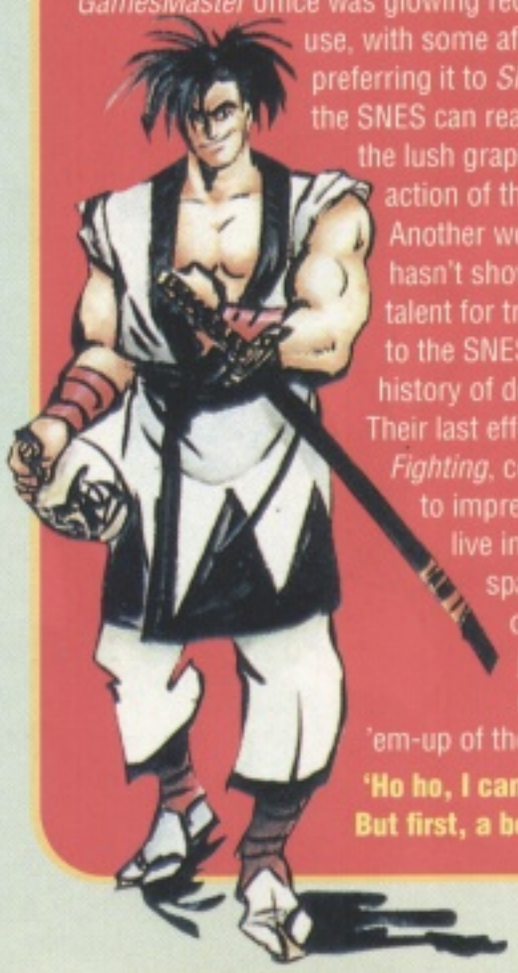
If these characters look a bit familiar to you, then you probably know the SNK game *Samurai Shodown*, a spectacular coin-op that's now available on the Neo Geo. You'll be pleased to hear that a SNES version is in the pipeline, with Takara once again responsible for the conversion. Renamed *Samurai Spirits*, this katana-swinging beat-'em-up will have a number of inventive features – swordplay, magic spells, the ability to disarm your opponents – and is possibly the first fighting game in which animal husbandry plays a major role.

Ouch, bet that smarts – I can smell the chafing from here. Perhaps that's why Rex is ready to pounce.

The backgrounds feature crashing waves and bubbling cauldrons and will zoom in and out with Mode 7 (just like *Art Of Fighting*).

Galford's canine sidekick is just one of the clever innovations that lift this above the usual fare, and the weaponry aspect necessitates new playing strategies.

Whilst *Samurai Shodown* proved to be an excellent and addictive game (the Neo Geo in the *GamesMaster* office was glowing red-hot from over-use, with some aficionados preferring it to *SFII*), we wonder if the SNES can really do justice to the lush graphics and furious action of the original. Another worry is that Takara hasn't shown any great talent for translating games to the SNES, despite its long history of doing just that. Their last effort, *Art Of Fighting*, completely failed to impress us. Still, we live in hope. Watch this space for a review of what may, and just as easily may not, be the beat-'em-up of the year.



'Ho ho, I can't lose this fight! But first, a bottle of gin.'

MORE NEWS ON NINTENDO'S NEXT GENERATION MACHINES

According to the electronics newspaper *Newsbytes*, it has been announced in Tokyo that three major Japanese electronics firms have decided to supply their 64-bit micro processing units to Nintendo. These chips are apparently for use in the Project Reality (Hyper Nintendo) machine that was announced by Nintendo last year.

Reports circulating in Japan suggest rather strongly that Nintendo is developing the Project Reality machine based on a 64-bit reduced instruction set computing (RISC) processor. Sources suggest that the machine, which doesn't have a 'proper' name as yet, will be released some time in 1995, and will be the natural successor to the Super Famicom (or Super Nintendo), using chip technology supplied by NEC, Toshiba and Sharp.

The 64-bit RISC chip is based on a design created by MIPS Technologies in the States. Toshiba and NEC already have a license with MIPS concerning the RISC chipset. Sources also suggest that Sharp will sign the agreement with MIPS concerning the chip's manufacturing license.

To date, Nintendo has sold almost 20 million units of its 8- and 16-bit games machines, all with processor chips supplied by Ricoh of Japan. At least 8 million units of the new processors are expected to be shipped to Nintendo for the Project Reality machine, making it an excellent deal for all the firms concerned, and proving how committed Nintendo are to Project Reality.

This means that Nintendo are well on the way to producing its dream machine, and seem to be keeping well on schedule with it, too.

Astro Go! Go!

An *F-Zero* clone could be excellent if they keep the warps that make your jowls wobble with acceleration.

The SNES isn't exactly short of racing games, ranging from the souped-up devastation of *Rock 'n' Roll Racing*, through the moustachioed security of *Nigel Mansell*, to the two-player excellence of *Mario Kart*. However, one of the few to capture the real thrill of high speed was *F-Zero*, a futuristic hovercraft contest.

Now, from Japanese publisher Meldac, comes *Astro Go! Go!*, which is best described as a fluffy, *kawaii* (cute) *F-Zero*. A one-player game, you can choose from five cutesy drivers and their bizarre vehicles to race in three levels of trophy tournaments. The tracks are scrolled in Mode 7 and feature ramp jumps, speed-boosting warps and some dangerous traps. And the battery back-up lets you keep a permanent record of your best circuit times.

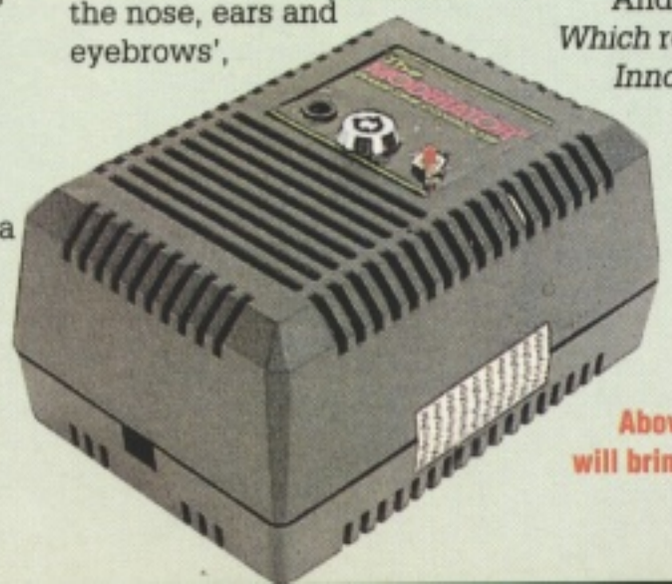
We've still got a soft spot for *F-Zero* – even if we can't agree on the best hovercraft – so we'll be interested in *Astro*'s imminent Japanese release.

BIG MOTHER IS WATCHING YOU

Here's a device which could make your life hell. The Spring '94 edition of *Innovations* features an electronic games timer which can be pre-set to allow from 30 minutes to 2 hours play. After that, it cuts out. It doesn't matter whether you've got within seconds of finishing the game, and you don't get a chance to save.

Now we think that such a device is outrageous. It's called The Moderator, and it costs £49.99 (the price of a game, in fact). Of course, if you're exceptionally weak-willed and your parents either ~~live~~ overseas or have no limbs, this might be a great idea. But we reckon it's a trifle extreme. The device even has tamper-proof seals to 'prevent unauthorised access to the machine's internal switches'. Very GCHQ.

Mind you, this does come from a catalogue which claims that 'it's essential to remove unwanted hair from the nose, ears and eyebrows',



and offers a battery-operated clipper to do just that. Perhaps *that* should cut off after a couple of hours to stop people getting addicted to trimming their ear-hair, too.

And, finally, a recent *Which* report stated that the *Innovations* catalogue represented 'expensive solutions to problems you didn't know you had.'

Left: The Moderator. It'll bring tears to your eyes. Above: The Clipper. This baby will bring tears to your eyes, too.

CHART THROB

GLOBALLY GREAT GAMES

***Super Play* brings you the top 10 games being played across the world. These are the Super Nintendo games that count.**

(For weekly UK SNES chart updates, try tuning in to Digitiser, Teletext: page 471, Channel 4.)

OFFICIAL GALLUP UK CHART

▲ UP ▼ DOWN ▶ NON MOVER ★ NEW ENTRY

Compiled for *Super Play* by Gallup

1 ▶ **MARIO ALL STARS** Nintendo
In its third month at number one is this brilliant four-games-in-one cart. 96%

2 ▼ **ALADDIN** Capcom
'Great to look at, very involving and jam-packed with laughs.' as Jonathan said in his review. 81%

3 ▶ **JURASSIC PARK** Ocean
Staying at number three is the film licence packed with cuddly-looking flesh eaters. 89%

4 ▼ **STREET FIGHTER II TURBO** Capcom
'Quite simply, the best beat-'em-up ever', as we said in our review. Top that!. 96%

5 ▲ **SUPER MARIO KART** Nintendo
Back up the chart again is the best driving game on the SNES and a *Super Play* fave. 93%

6 ▼ **NIGEL MANSELL'S WORLD CHAMPIONSHIP** Nintendo
'High on thrills, low on frills,' which sums this great game up nicely. 85%

7 ▲ **SUPER BOMBERMAN** Hudson Soft
Probably the best multi-player game ever. Go out and buy it right now. 92%

8 ★ **FLASHBACK** Sony Imagesoft
Stupendous graphics and a thumping good game in there, too. 91%

9 ▼ **MORTAL KOMBAT** Acclaim
Dropping down the chart again this month is this great beat-'em-up. 81%

10 ★ **COOL SPOT** Virgin
It's fun to play but not for long. Just another cute platformer, really. 82%

Aladdin: The game of the film. And both are magical.

Super Mario Kart: The game that will never be bettered?

Cool Spot: It's cool and it's got a spot in it. (*Get out – Ed.*)

UK IMPORT CHART

Compiled for *Super Play* by Console Concepts

1 **GANBARE GOEMON** Konami (JAP)
2 **R-TYPE III** Irem (JAP)
3 **DRAGON BALL Z 2** Bandai (JAP)
4 **SECRET OF MANA** Square Soft (US)
5 **TETRIS BATTLE GAIDEN** Bulletproof (JAP)
6 **TURTLES TOURNAMENT FIGHTERS** Konami (US)
7 **STANLEY CUP ICE HOCKEY** Nintendo (US)
8 **SUPER BOMBERMAN** Hudson Soft (US)
9 **RUSHING BEAT 3** Jaleco (JAP)
10 **CLAYFIGHTER** Interplay (US)

JAPANESE CHART

Compiled for *Super Play* by Tai Ono

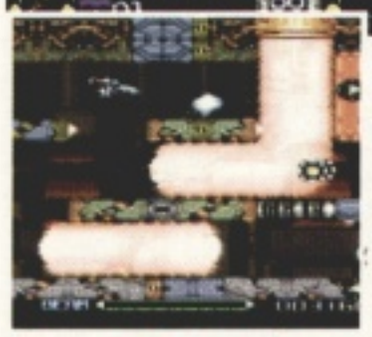
1 **ROMANCING SA•GA** Square Soft
2 **DRAGON QUEST I•II** Enix
3 **DRAGON BALL Z 2** Bandai
4 **FATAL FURY 2** Takara
5 **GAIA GANSOKI** Enix
6 **TEMCO SUPER BOWL** Temco
7 **TORNECO'S GREAT ADVENTURE** Enix
8 **Y'S IV: MASK OF THE SUN** Tonkin House
9 **ARETHA** Yanoman
10 **PRETTY SOLDIER: SAILOR MOON R** Banpresto

AMERICAN CHART

Compiled for *Super Play* by Woody Carter

1 **TECMO SUPER BOWL** Tecmo
2 **MADDEN NFL '94** EA Sports
3 **MORTAL KOMBAT** Acclaim
4 **SUPER EMPIRE STRIKES BACK** JVC
5 **NHL HOCKEY '94** EA Sports
6 **NBA SHOWDOWN** EA Sports
7 **ALADDIN** Capcom
8 **STREET FIGHTER II TURBO** Capcom
9 **SUPER BOMBERMAN** Hudson Soft
10 **SECRET OF MANA** Squaresoft

Ganbare Goemon: Reviewed as *Legend Of The Mystical Ninja* on page 40.



R-Type III: A very playable blast-'em-up.

We've taken a look at *Ganbare Goemon* this ish and decided that it's completely great and well deserves the top position it gets here. *R-Type III* was our cover game last issue and we liked that one too, calling it 'a polished presentation with some great, frantic action.'

Dragon Ball Z 2: Fun, but it lacks lastability.

Top favourite with the Japanese is *Romancing Sa•Ga*, we have a preview of the game in Fantasy Quest on page 14, and from the Japanese reaction to it, it could be a biggie over here, too (if you're into that sort of thing). And check out page 38 of this very ish for our review of *Dragon Ball Z 2*.

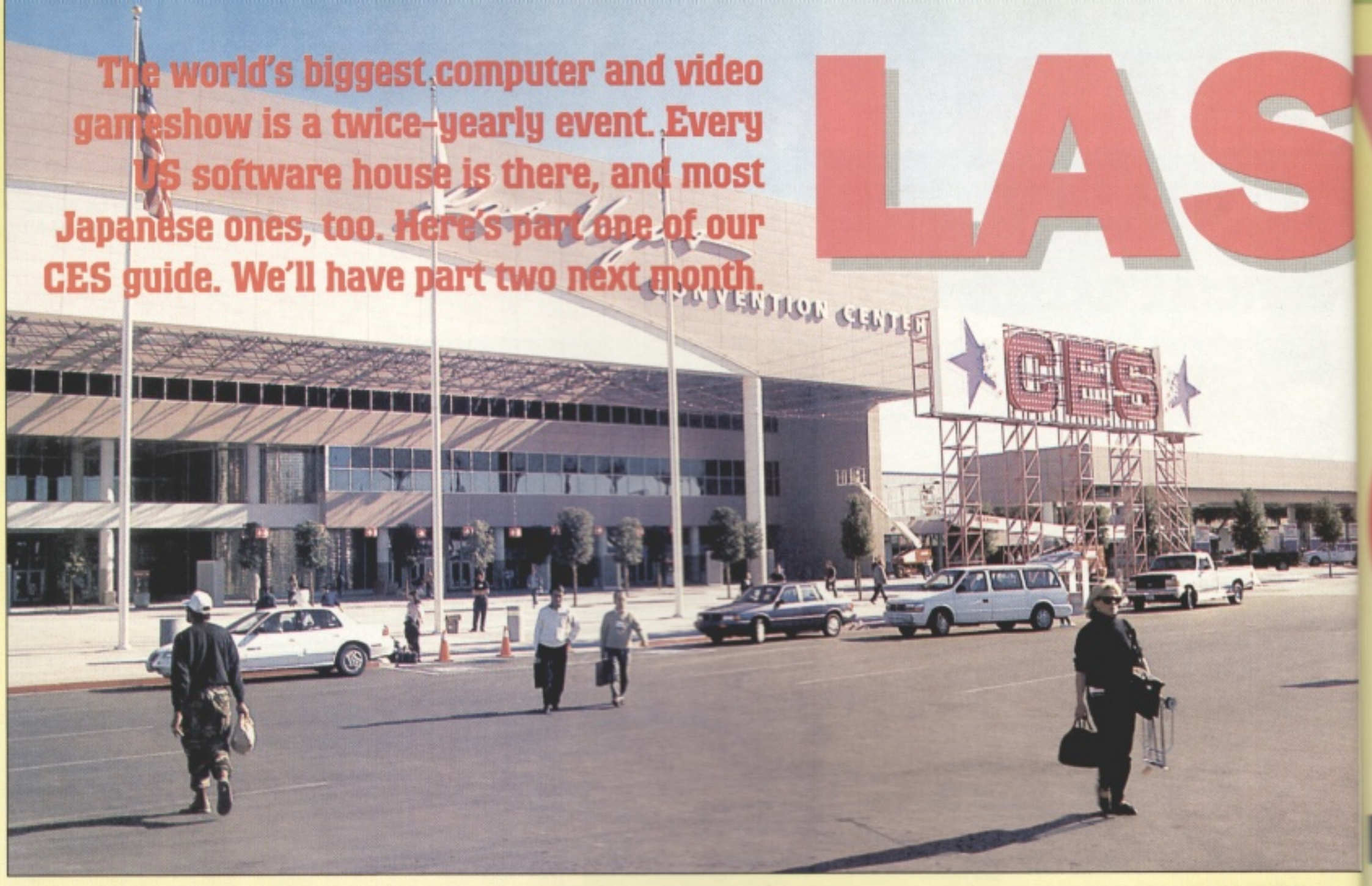
Madden NFL '94: An American football game that's worth buying.

Super Empire Strikes Back. Zy modelled for this boss.

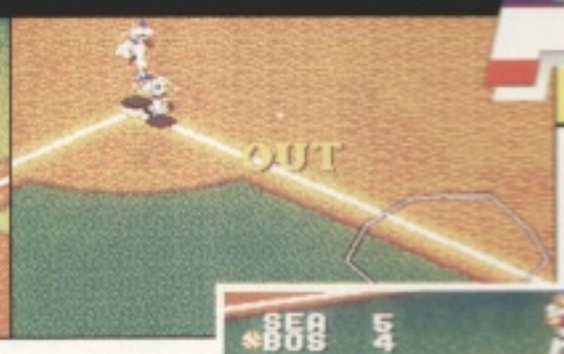
Sport, sport and more sport. In fact, there are four sports games in the US chart this month alone. Anyone would think that the Americans were sport mad! On a different theme, *Aladdin* shows it's face here too – the film was great and the game, although short, is fab fun while it lasts.

LAS

The world's biggest computer and video gameshow is a twice-yearly event. Every US software house is there, and most Japanese ones, too. Here's part one of our CES guide. We'll have part two next month.



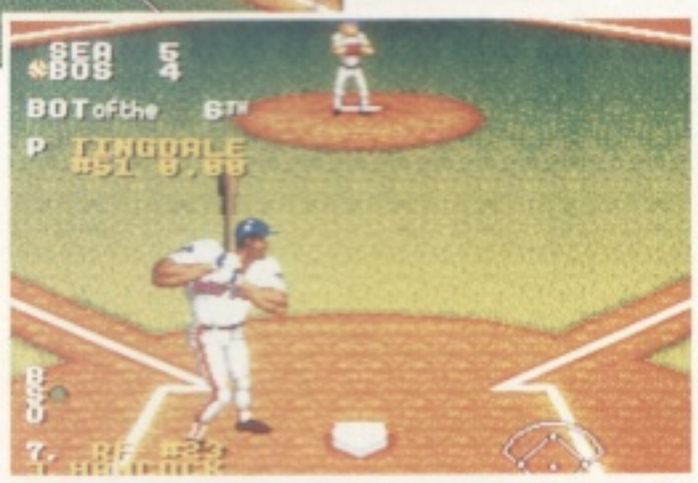
NINTENDO OF AMERICA



Ken Griffey Jr Major League Baseball is bound to do well in the States. But we could be glued to it here, too.

These guys are presenting a strong, solid line-up. There's nothing which appears jaw-breakingly good, but the quality of the games is plain to see.

● *Ken Griffey Jr Major League Baseball* includes all 28 Major League teams and stadia (not stadiums, as Nintendo say). You can customise and save all the players' names, and you can play a full 162-game season. There's an auto-fielding option, and even a manage mode, so the whole baseball experience is right there, inside your SNES.



● *Super Metroid* is nearly here too. It's a sci-fi action adventure with six huge, danger-filled levels, five bean weapons, two types of missiles and trillions of evil gits to blast. There's even a battery back-up to save your position – no more restarts for you.

● *Stunt Race FX* used to be titled *FX Trax*. We know quite a bit about it anyway, but for the record, it's got four flexible cars, two modes of play and 20 different courses to play on. The major attractions of the game will be the speed and fluidity of the graphics and the two-player mode. It still sounds rather good, though.

● *Sound Fantasy* is a music-making game. It's got an action core, but as you play you create drawings which the SNES then converts into music. Don't ask me how. It uses the mouse, and you can even store your creations. Cryptically, Nintendo say 'Star fly paints the night with sound'. Maybe it'll become clear when we see the game.

● Kirby's *Tee Shot* gives golf a cute image. There's lots of putting, as well as crazy obstacles and enemies. It's a long way off, though, and the name will probably change.

That's about it for Nintendo. There are many other projects bubbling along in the pipeline and we'll do some snooping, but we probably won't get to hear of these till the big N wants us to.

Left: *Super Metroid* is one of the blasters which we'll be forsaking our families on the weekends to play. Very probably.

VEGAS CES

The Winter Consumer Electronics Show, 6-9 Jan 1994

CAPCOM USA

Always a name to set the pulses racing, Capcom are planning a bit of a blitz on the year they're all calling 1994.

● *Eye Of The Beholder*, an action fantasy game which really made a name for itself on the Amiga and PC, is one of their major releases. The idea is that you (playing four separate characters) wander around a series of 3D labyrinths, killing creatures and discovering secrets. Very atmospheric and very, very large.

● *Wizardry V* is a similar game, previously attributed to ASCII in Japan. Dare we say it might be as good as *Eye Of The Beholder*? Yes, we dare.

● *Mega Man Soccer* is, well, what you think it is. Take a soccer game (and there are plenty on the SNES) and add *Mega Man* to it. We'll be seeing more of this later, but until then you'll just have to imagine what it's going to play like.

● *Slam Masters* is a wrestling game, with all the moves and all the dirty play too. We're not sure if it's been affiliated to any wrestling organisation, like WCW or WWF, but we'll bring you more news about it next month, with luck.

● *Soccer Shootout* goes hand-in-hand with *Mega Man Soccer*, as a bit of a precursor to the World Cup which the Americans are getting very excited about.

● *Knights Of The Realm* and *King Of Dragons* are two beat-'em-ups which were on display as early versions. Both look promising, and we're keeping a close eye on them.

Mega Man Soccer is a bizarre idea. But Capcom are doing it so, er, great!

ABSOLUTE ENTERTAINMENT

We've already previewed *Turn And Burn: No Fly Zone*. It's looking better and better, though, and might end up being a worthy successor to *F15*.

● *Home Improvement* is a game based on a popular US sit-com. Not much is known about this, but it'll trade heavily on the characters of the show. Maybe it'll be like *Ren And Stimpy*?

● *Rise Of The Robots* is a beat-'em-up which should sport some rather special graphics and tons of gameplay. Obviously, there are more than a few robots in the game, and one great feature is looking very much like Ripley's loader suit in *Aliens*.

Turn And Burn? Explode, more like!

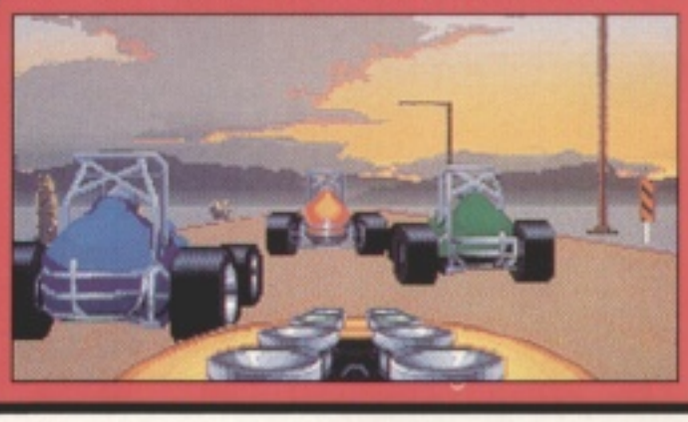
ELECTRONIC ARTS

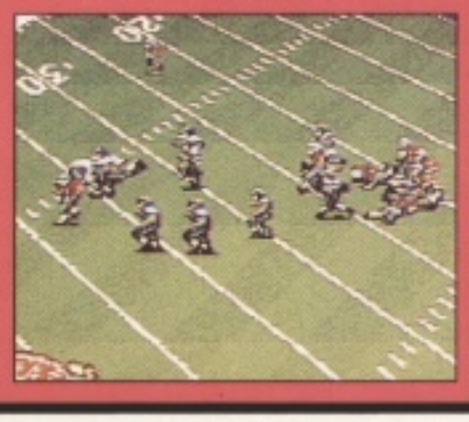
Plenty to see from the sportmeisters, EA. And not surprisingly, sport is what they're still concentrating on.

● *Bill Walsh College Football* is another game we've seen before at preview stage. We've got a few more pics of it now, and although there's no shortage of SNES gridiron games around, this might be a goody to look out for. It's by the same people who programmed the *John Madden* series – which means quality.

● Freshly announced at the CES is *MLBPA Baseball*. This is one of the biggies of 1994. Baseball, too, has been covered extensively on the SNES, but *MLBPA* should set the standard every other ball-game will aspire to.

● *FIFA International Soccer* is the other big game EA are planning for this year. Again, we know a bit about this one, but as yet there is no specific release date.





Bill Walsh College Football, eh? The only question we've got is 'Who is Bill Walsh?' Is he the General Secretary of the TUC? No. Is he a mild-mannered janitor? No. Is he Hong Kong Phooey? No.

RISE OF THE ROBOT

Left: Big robot animals are always featured in *Mega Man* games. Like this cat from *Mega Man 3*, for example.

In the beginning, way back in 1985, Mega Man was just an idea in Dr Thomas Light's head. Dr Light was that common character, a mad Professor. But then Mega Man became real. Well, became a game on the NES in Japan actually.

But as it was a Capcom game, and thus competently programmed and fun to play, people bought *Mega Man* in vast quantities (the titles have sold 2.5 million units). And so in 1987 *Mega Man 2* was launched in Japan. This was pretty much the same format, but with a new setting and all-new bosses, apart from the big boss baddy himself, a chap known only as Dr Wiley. The other bosses were based on simple thematic elements like electricity, ice and bladed weapons. Hence Electric Man and Cut Man.

By *Mega Man 4*, our little blue chum had become the flagship character of Capcom (this was before *Street Fighter II*, remember) and the merchandising was getting absolutely massive, especially in Japan (where he's always been known as *Rockman*, incidentally). Eventually, four Game Boy versions followed, all winning critical acclaim, and Capcom went on to do two more *Mega Man* games on the NES. For *Mega Man 6*, Capcom held a competition in which Japanese kids could design a boss for the game. The best ones were selected and went into the game with very little changes. It was a big success, and also a great way of getting the fertile imaginations of the young *Rockman* fans to do Capcom's work for them!

All the games have a similar theme; you start off as a basic Mega Man, and every time you beat a boss, you acquire his weaponry and powers. You can use this at will after you've dispatched the boss.

MEGA MAN-OGRAPHY

(ALL DATES ARE US RELEASES)

1987	– *Mega Man* (NES)
1989	– *Mega Man 2* (NES)
1990	– *Mega Man 3* (NES)
1991	– *Mega Man: Dr Wiley's Revenge* (NES)
1992	– *Mega Man 2* (GB)
1993	– *Mega Man 3* (GB)
	– *Mega Man 5* (NES)
1994	– *Mega Man 4* (GB)
	– *Mega Man 6* (NES)
	– *Mega Man X* (SNES)

Left: Mega Man X. He's looking mean, sentient and in infrared.

THE PLOT THICKENS

Mega Man X, the first game on the SNES to feature the little robot chap, has got its own involved plot. The year is 20XX and Dr Light, creator of Mega Man, has gone on to build another series of robots, of which Mega Man X is one.

These new robots were pretty damn smart. In fact they were almost human in that they could think, feel and experience the world. And they could use all these abilities to help them make decisions. Heavens, they could even

And here's Dr Thomas Light himself. Or rather here's a hologram of him. This appears in *Mega Man X*, and is a very useful source of info.

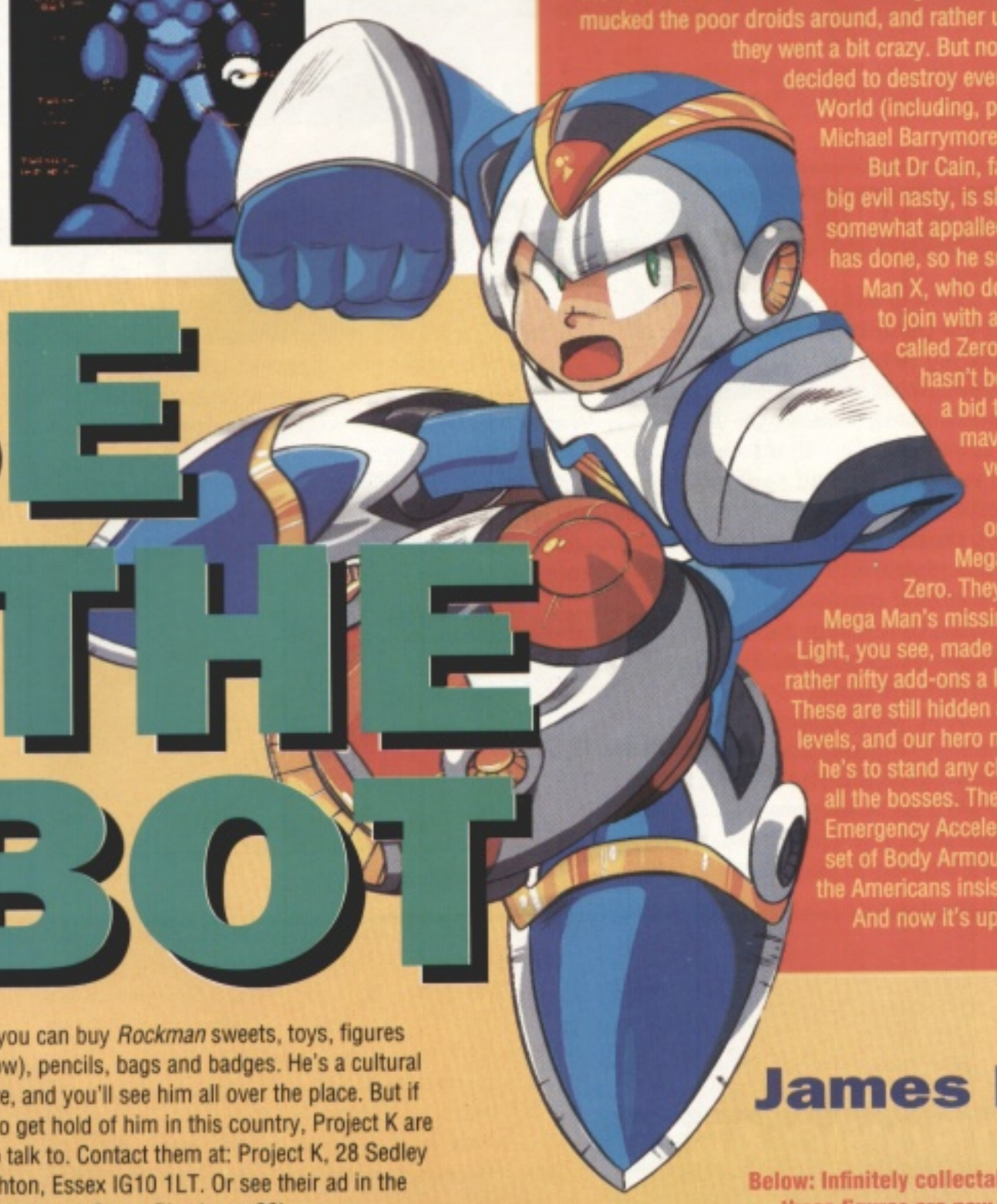
enjoy watching Michael Barrymore. Such machines were clearly dangerous, and could contravene the First Law of Robotics. Dr Light sensibly sealed them away until such time as somebody could harness their power in the future, and until the current series of *Strike It Lucky* was over.

But Dr Cain (no relation) found the sealed capsule with the new robots in it. Instead of being careful with them, he mucked the poor droids around, and rather unsurprisingly, they went a bit crazy. But not only that, they decided to destroy every human in the World (including, presumably, Michael Barrymore).

But Dr Cain, far from being a big evil nasty, is shocked and somewhat appalled by what he has done, so he summons Mega Man X, who doesn't go mad, to join with another robot called Zero, who also hasn't been sent mad, in a bid to stop the mavericks (who are very mad indeed).

There's only one chance for Mega Man X and Zero. They must find all Mega Man's missing parts. Dr Light, you see, made Mega Man some rather nifty add-ons a long time ago. These are still hidden around the levels, and our hero must find them if he's to stand any chance of beating all the bosses. There's an Emergency Acceleration System, a set of Body Armour (or armor, as the Americans insist), and a Helmet.

And now it's up to you.



BUY THE MERCHANDISE

In Japan you can buy *Rockman* sweets, toys, figures (see below), pencils, bags and badges. He's a cultural icon there, and you'll see him all over the place. But if you'd like to get hold of him in this country, Project K are the folks to talk to. Contact them at: Project K, 28 Sedley Rise, Loughton, Essex IG10 1LT. Or see their ad in the classified section of *Super Play* (page 92).

By James Leach

Below: Infinitely collectable and rather cute, these figures are now available in the UK.

SENSIBLE SOCCER MAKES OTHER GAMES LOOK LIKE PRE-SEASON FRIENDLIES.

SONY IMAGESOFT

SEGA GAME GEAR
SEGA Master System II
GAME BOY
SUPER NINTENDO

MEGA – "ABSOLUTELY SUPERB TO PLAY, FANTASTICALLY PRESENTED AND ONE OF THE MOST PROFESSIONAL PIECES OF SOFTWARE EVER" – **94%**

MEGA MACHINES – "IF I COULD ONLY TAKE ONE GAME TO A DESERT ISLAND, IT'D BE THIS ONE." – **97%**

SEGA POWER – "...SENSIBLE SOCCER IS, FRANKLY, THE FINEST FOOTBALL SIMULATION EVER." – **94%**

ENGLAND MAY BE OUT, but Sensi's still the best soccer sim you can tackle.

You want a sweeper system? Job done.
You want two wingers? Job done. TWICE.
You want a flat back four? Job done.
You want Man U vs AC?* Job done.
You want the Maida Vailables vs 12 Angry Men? IT'S WEIRD, BUT job done.

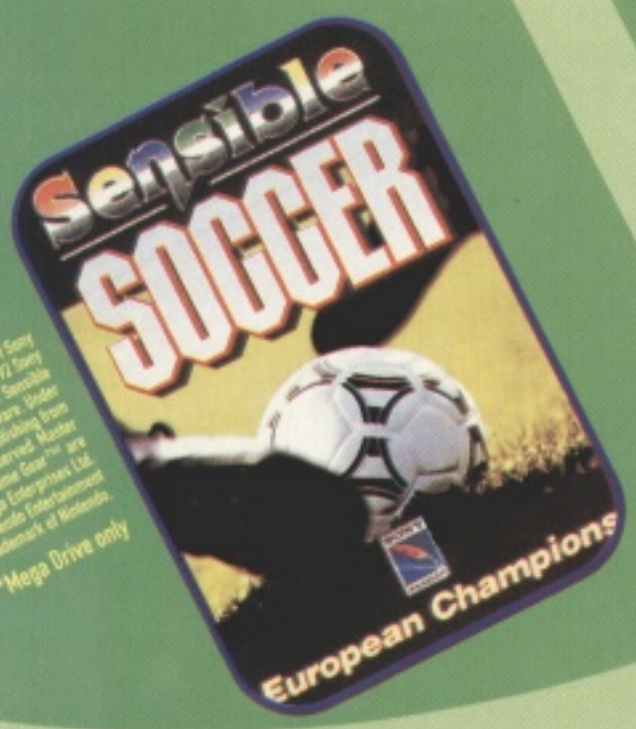
YOU CAN HAVE UP TO 64 PEOPLE PLAYING, WITH100 REALISTIC TEAMS TO CHOOSE FROM.
OR YOU CAN HAVE YOUR OWN CUSTOMISED TEAMS IN YOUR OWN CUSTOMISED COMPETITION.*
All this with Premier playability and Giggsian after touch ball control.

You can score spectacularly in the San Siro in sunshine, or make with the groin–high slide tackle at Plough Lane when it's slashing down.
You can high–five in front of adoring fans at home, or give it the old Reverse – V – for – Victory after your second Yellow away.

You can do what you want, but you can't do without

SENSIBLE SOCCER

There is no substitute.



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*Mega Drive only

sensible SOFTWARE

Far left: A rather moody shot of Simon Harris, joint head-honcho of Music Of Life, on telly. Left: And here he is again, taking a well-earned break from, er, rapping down with the illin' homeboys over a hot mixing desk-type thing.

MUSIC

Remember M C Mario and the Ambassadors Of Funk? You should do – they got to number 8 with *SuperMarioLand* in 1992. Well, they're back with an album – and more. *Super Play* talks to Simon Harris, the man behind this incredible pop phenomenon.

Q So, Simon. How did it all start?

A Well, it all took off when I won a Capital Radio dance remixing competition back in 1984, and then in 1986 I formed Music Of Life with Chris France, my partner. I wrote *Bass (How Low Can You Go?)*, which reached number 12 here and number 3 in the American Dance Charts. Since then I have done successful remixes of James Brown, Grace Jones, the Stone Roses, Latoya Jackson, Curiosity Killed The Cat and Ice T, amongst many others. And quite a few of these have reached number 1 in the Dance Charts, both here and in the States, rather gratifyingly!

Q How did you get involved with Mario?

A In the simplest possible way! Just before Christmas in 1991 I was playing *Super Mario Land* on a friend's Game Boy when I suddenly noticed the music, and how it could be adapted to a house beat. The more I listened, the better an idea it seemed, and so I took the Game Boy to my studio and plugged it into a sampler to get the sounds I wanted from it.

Then, over Christmas, I worked on building a backing track until it sounded just right. If you know what you're doing it's a fairly straightforward process, but of course it's got to be exactly right to work. After Christmas I had it all sorted, and it was time to lay down some vocals. For this I needed a proper and respected rap artist, and the person I approached was Einstein.

Q Not Albert Einstein, the Bavarian physicist born in 1879, and winner of the 1921 Nobel Physics Prize. The proponent of both the Theory of Relativity in 1916 and, in 1950, the Unified Field Theory?

A No, *he*'s dead. The Einstein that I'm talking about is a talented rapper from London. He used to be in a band called Technotronic, and I've worked with him before. I knew he would be good at the *Mario* lyrics. After he'd recorded them I took the tape to my partner, Chris France, and played it to him. It's true to say that he was totally and utterly bemused by the whole thing. He'd never heard of *Super Mario Land*, or even Mario himself, and he'd certainly never heard the Game Boy music. So, although he liked what he heard, he didn't have a clue what it was all about.

The next step was to find out if we could do anything with the tune. Up until this stage it was just a project I had been playing with unofficially. Nintendo didn't know about it. But it just so happened that there was the 1992 Earl's Court Toy Fair on just after that Christmas, and I went along armed with the *SuperMarioLand* tape to see if they liked it.

Bandai, of course, were the people representing Nintendo product at the Fair, and when they heard it they were really impressed. From that moment onwards, I thought things would really start to happen.

Q And an official recording deal soon followed?

A Not quite. Once Bandai had given their verbal approval, it

And how's this for hanging out with seriously important people? Simon pauses during his cosy chat with Mr Miyamoto, designer of the ever-awe-inspiring *Mario* games. Phew, eh?

A load more vitally important folk at Nintendo's HQ in Japan. This shows that it is possible for people who Nintendo have never heard of to visit them and get on famously. Go to the very top and you'll get a good reception.

OF LIFE

By James Leach

was time to get things in writing. But what I couldn't know at the time was that MCA, the American music giant had bought the rights to the entire Nintendo music catalogue, and were planning to record an album based around it.

This album was, in my view, rather missing the point. Instead of keeping the spirit of the Nintendo games, they were planning to opt for a more laid-back album. They were even putting Roy Orbison on it!

The legal to-ing and fro-ing went on for a year and, although lawyers were involved, the main reason it took so long was that MCA seemed to be permanently busy with other matters, so it was immensely difficult to get to talk to the right people there.

Meanwhile, Nintendo were doing everything in their power to be helpful to me. And, with their help, a year later the go-ahead was given and the song could be released.

Q Did you expect it to get into the Charts?

A We hoped that it would, but it was very nerve-wracking as we sat around the radio on the Sunday evening, waiting to hear whether we had made into the glittering Top 40 or not. As the count-down continued and we weren't mentioned we became steadily more deflated. Once the Top 20 started being played we thought that it might be all over, but to our

As well as being an all-round great guy, Simon also wrote and co-wrote many of the tracks on the *Super Mario Compact Disco*. If we had half his talent, we wouldn't be doing a SNES mag. We'd probably be recording songs in a fully kitted-out beach-hut studio in Antigua or somewhere. Sipping cocktails, eating ice cream and sunbathing as well, probably.

STREET FIGHTER IN THE MIX

The great thing about the *SFII* track is that it's timeless. In years to come, it'll still hold true about *SF13* or something. Unless they change all the characters or the main theme tune – in which case your CD single will be worth a fortune. So buy it, keep it in good nick and you'll be able to flog it for loads in a few years.

After *Super Mario Compact Disco*, the next project to be released by Simon is the *Street Fighter II* mix. This features the rapper 'World Warrior', which seems cosily apt, and involves the main themes of the game, rather than the music from every location. There's so many effects and so much music that it would be impossible to fit it all in, even on the 12-inch.

The song won't ever get out-of-date, because in the lyrics it covers *SFII*, *SFII Turbo* and even *Super Street Fighter*; '13 men, a beast and two girls' as the lyrics go. Look out for the *Street Fighter II* rap in the shops in March.

surprise and delight the record went straight in at number 14.

Once you're in the Charts, you tend to get played a lot more and, buoyed by the extra coverage, we rose as high as number 8. It's a great feeling, having a record in the Top 10.

Q Did you become vastly rich as a result?

A There isn't a huge amount of money to be made for singles, actually. The real money is in albums, which cost more and are around for a lot longer. So, although the hit single covered our costs, it was more lucrative when *SuperMarioLand* appeared on *Now That's What I Call Music 23*.

But having proved that people liked the song, my thoughts naturally turned to doing some more and getting an album out. Hence the idea of the *Super Mario Compact Disco* was born.

A company called Alfa Records in Japan had heard about Music Of Life by this time, and they started collaborating on the album, which made things enormously easier.

Another Japanese company called Gamefreak, who'd previously designed *Mario & Wario* and *Yoshi's Cookie* also started working with us on the *Compact Disco*. (*Nothing to do with our Gamefreak – Ed.*)

Q Did you visit Nintendo of Japan?

A Heavens, yes! And they were absolutely great to us. I knew that in their scheme of things I was tiny and unimportant, but they treated us very well. And, amazingly, I met a guy called Sadao Watanabe, some of whose records I already owned. He's a Japanese jazz musician and had already done a jazz version of *Super Mario World*!

The Japanese Nintendo folk were keen for us to record the *Compact Disco* and provided the perfect tool; a double CD with, on one disc, all the sound effects in the games, totally clean (without other noises or tunes cluttering them up). And on disc two there was all the music from the games – again, clean.

After chatting for three hours with the designers at Nintendo (including the great Shigeru Miyamoto) about what the disc should look and sound like, I came away feeling that they were very enthusiastic and supportive. In fact, going straight to Japan saved more time than if I'd gone through Nintendo UK first! But even though the Japanese were happy, I still needed approval from Nintendo of America.

Q Was this tricky?

A Yes, because the *Super Mario Bros* film tied up the licence for all the *Mario* music from May 1993 to May 1994. This means that there is no way I can launch the *Compact Disco* before May this year. It's not too long to wait, and at least it's given the designer of the original Mario box artwork, Yutaka Kimura, a chance to do the sleeve for the *Compact Disco*!

Q Who is the target audience for the music?

A Die-hard gamefreaks and *Mario*-fans are the primary audience. I didn't want to waste the Mario name by straying too far from the games like, in my opinion, the *Tetris* tune in the Charts a while ago.

The idea isn't to convert non-game players, it's for the enjoyment of those who love the games and the music anyway. I'd like to earn respect from fans, rather than just shift units. That's why our songs are approved by Nintendo of Japan, Nintendo of America and Nintendo UK. We hope you like them!

compo

If you fancy getting hold of a copy of the *Street Fighter II* tune (probably before it's released to the masses, incidentally), you've come to the right place. We've got five copies, all signed by Ken, to give away to the winners of this astonishing competition. All you need to do is answer these three easy-peasy questions:

a) What's Blanka's real name?

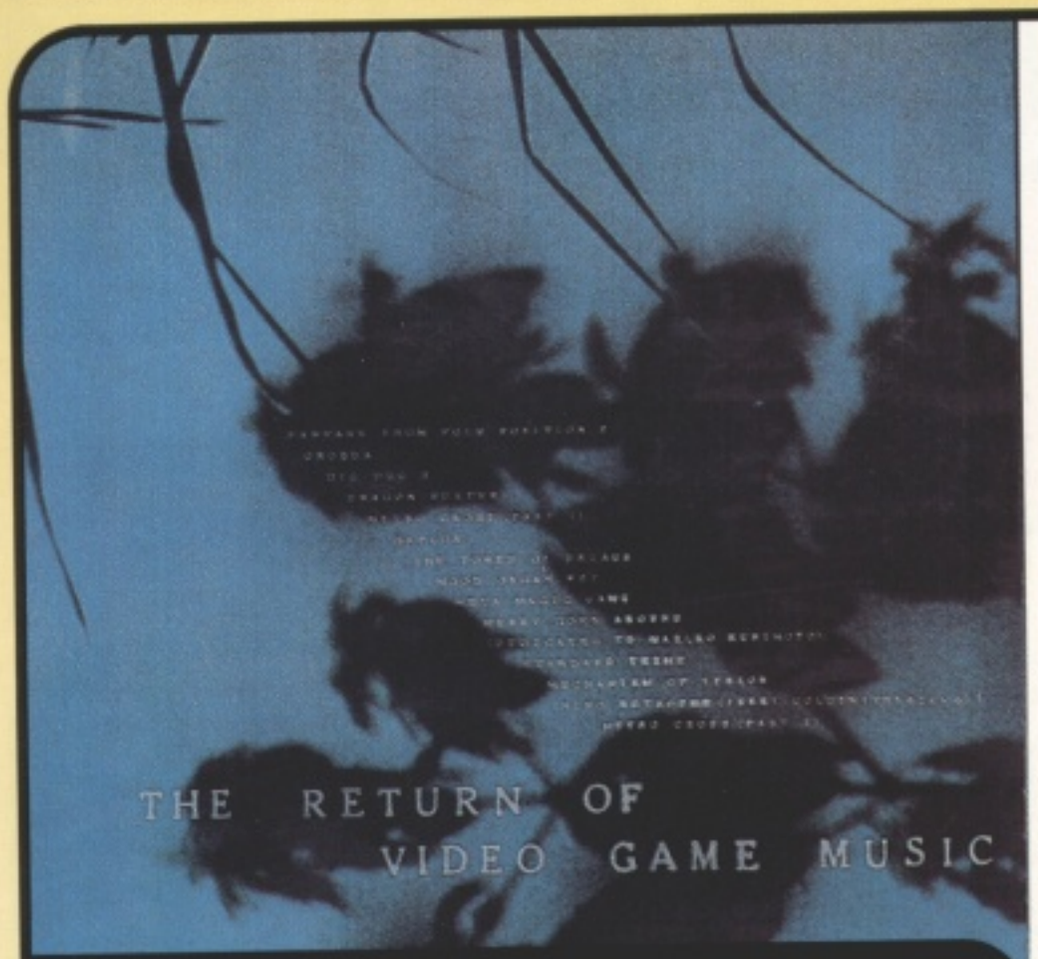
b) Which rapper fronted a hard-core band called Bodycount?

c) What do Flavor Flav, Snoop Doggy Dogg and Tupac Shakur have in common?

Write the answers down on a postcard and send them to the Respect is Due Competition, *Super Play*, 29 Monmouth St, Bath, Avon BA1 2BL. And specify whether you want the *Street Fighter II* CD, cassette or 12-inch vinyl record.

The closing date is 16 March, so don't delay, post your entry today!

HISTORY TIME



The first record featuring tampered-with game music came from Japan in 1980, and was from the Yellow Magic Orchestra. It was the *Theme From The Invaders*, based on *Space Invaders*. Then came a UK version featuring Hot Gossip (a group of female dancers who have since vanished).

Then the 'Godfather of video game music', Haruomi Hosono recorded *Video Game Music* in 1984, it was an LP with classics like *Xevious*, *Pole Position*, *Dig Dug* and *Pac-Man*. It was very popular. Next came the *Return Of Video Game Music* in 1985.

Since then, several software companies have released game music, and bands like Bomb The Bass even recorded music specifically for *Xenon 2* on the Amiga in 1990, putting the track out on their album *Into The Dragon*. The *Mega-lo-Mania* dance track was released by Virgin in 1992. The next big step was Music of Life's *Super Mario Land*. And that's where this story starts...

'They're playing a bit of your past on the radio.' Those Spinal Tappish words are very true of video game music, which dates faster than Kiefer Sutherland after he's split up from his latest girlfriend. So where is the Yellow Magic Orchestra now?

it's a kind of magic...

"At last a serious rival to Zelda..."
- GAMESMASTER: 90%

SUPER ACTION: 89%

"The only real pretender to the Zelda crown" - TOTAL

SNES FORCE: 93%

A host of evil creatures has besieged this once pristine land. From his underground palace, the Shadow King is directing his minions, the Meanies, to infiltrate, corrupt, and destroy all things of beauty. The Shadow King is winning; all in the land will soon quiver from his vile gaze.

Swept away by a raging river while trying to save a beautiful maiden, Young Merlin finds himself in this enchanted land. As he explores, he discovers the Shadow King's hideous plot. Armed with an arsenal of magical objects, Merlin enlists the help of the Lady of the Lake to vanquish the Shadow King's evil minions. It will take all Merlin's cunning and skill to penetrate the Shadow King's defences and crush him for ever.

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Westwood STUDIOS

Virgin INTERACTIVE entertainment

Nintendo

SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION

The first level comes in the form of a prologue: it sets up the game's storyline, like an intro sequence. You can test out Mega Man's abilities as you play through it, although you won't be able to defeat the boss at the end. Your ally Zero (the only other robot who hasn't turned maverick) rescues you, and then it's on to the game proper.

MEGA

After nine successful outings on NES and Game Boy, *Mega Man*'s 16-bit debut finally arrives! Armed with pliers and soldering iron, we deconstruct the plucky young cyborg and tell you what he's made of.

Japanese Release

Game: Mega Man X
Publisher: Capcom
Developer: In-house
Price: £50-£60
Release: Out now
Players: 1
Cart ROM: 12 Mbit

LATERAL THINKING

Once you're into the game proper, this level information screen gives you the low-down on the eight Maverick robots and allows you to choose which one you wish to play – no linear gameplay here. Clear a route on the map and you take on Sigma and his forces.

Launcher Octopuld

Sun, sea, sand and shellfish – but under the waves it's not so easy. This level has that shimmery pastel look of *Pop'n Twinbee*, right down to the seahorses. You'll pick up the Homing Torpedoes here.

Armor Armarge

In the Armadillo's subterranean lair you'll be attacked by crawling and burrowing creatures, but use your climbing ability wisely. Watch out for some gorgeous parallax in this bit.

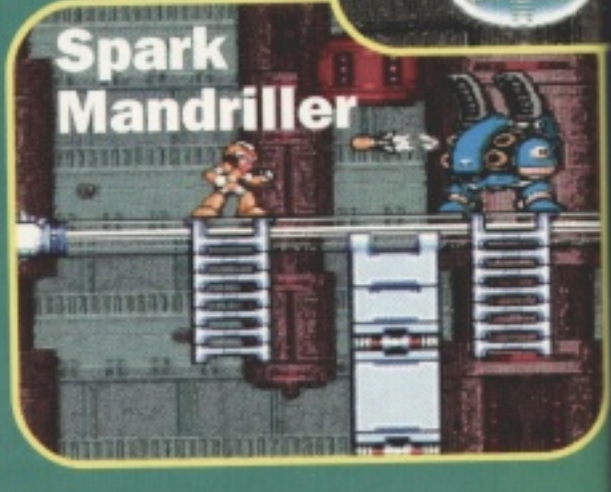
Sting Chameleao

In the forest you'll find grub-throwing woodpeckers, robot lumberjacks and some feisty foliage. The cave section is rather haphazard, though, and you'll breeze through the bouldermen. Sting Chameleao attacks with an iron tongue, and his special weapon can be charged up to make you blend into the background and avoid enemies.

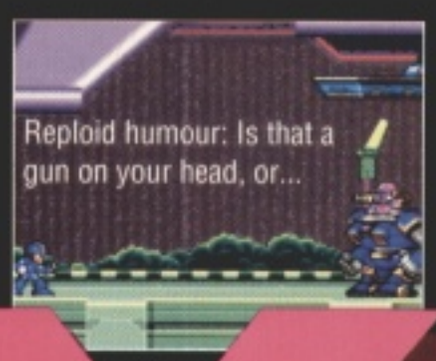
Boomer Kuwanger

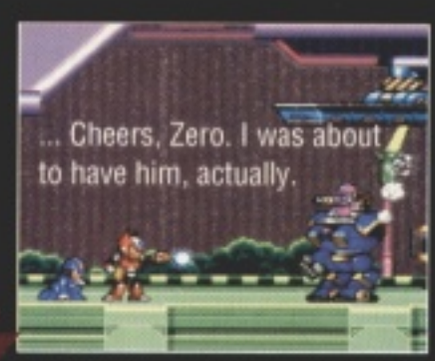
Try taking on Boomer Kuwanger as soon as possible for his Boomerang Cutter – it's one of the best weapons in the game, and can also grab items out of your reach (very *Zelda*).

Spark Mandriller



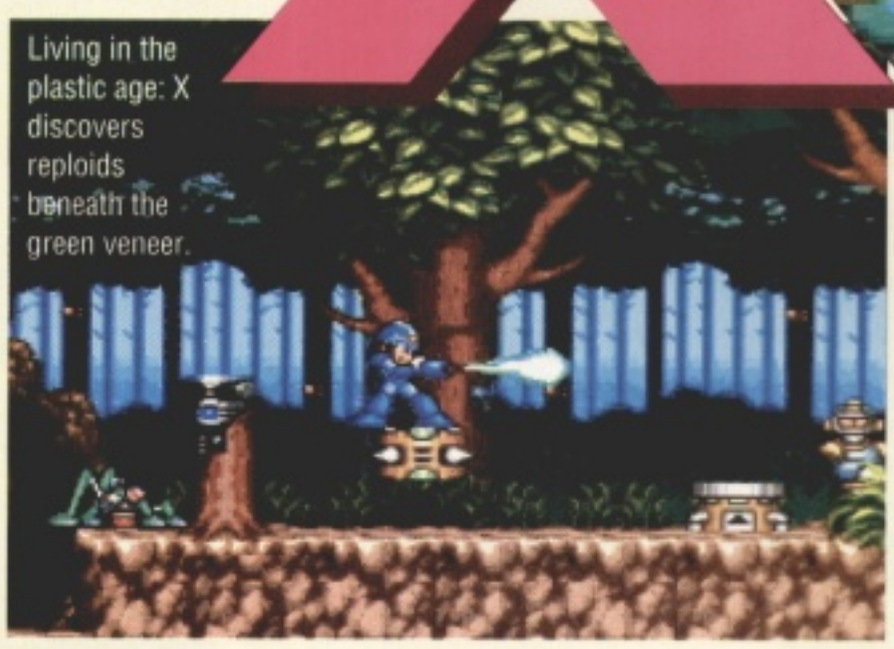
The electrified floors will frazzle you if you don't jump over the sparks. It's a simple maze of ladders and platforms, and possibly the least interesting part of the game, but a little exploration pays off.





MAN X

Having defeated Armarge, X gets an upgrade to his weapon system.



Living in the plastic age: X discovers reploids beneath the green veneer.

Chameleao's stinger is multi-directional...

...but the Rolling Shield offers force protection.

Use the Boomerang on shielded enemies.

Get Noumander last, as his Fire Wave is nob.

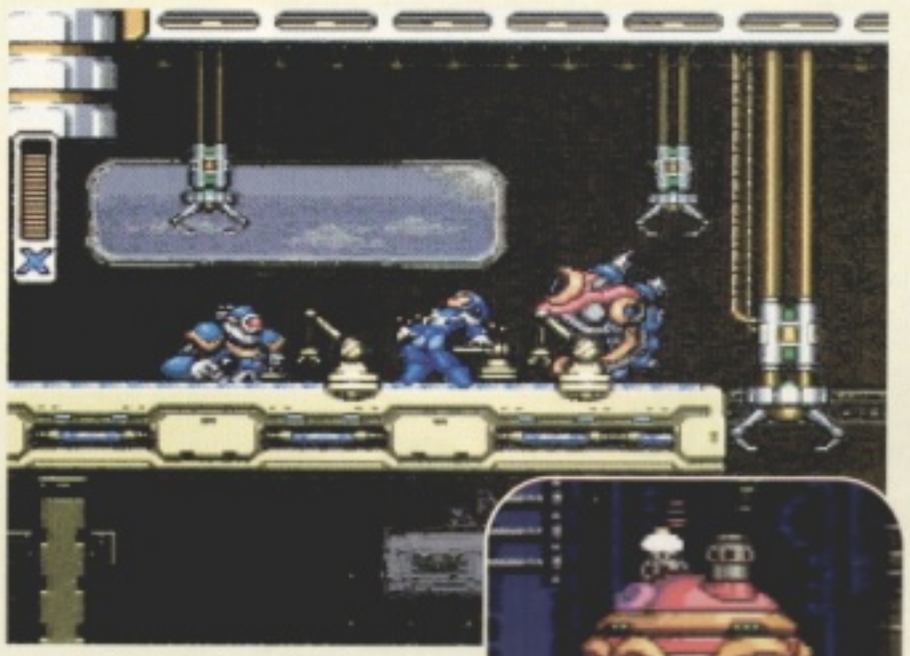
Penguigo's Shotgun Ice has spread-fire.

The Spark covers front and back if charged.

You need Dash power here...

Icy Penguigo

Yes, it's an ice-world, where the thick snow can hide mines and power-ups. This is the best level to start with, as Icy Penguigo can be tackled easily using just your X-Buster. Defeat him to gain the Ice Shotgun weapon, which can be charged up to create an ice slide.



Above: Mistaken for a Fiat Uno, X is worked on by conveyor-belt robots in Noumander's toolshop.

These turtle cannons are far too easy to beat when you've acquired a special weapon.

Burnin' Noumander

A workshop level, sporting conveyor belts, furnaces, and small burly miners who hurl their pickaxes at you. The boss is a flaming mammoth, believe it or not, so it's best to leave this Maverick until last.

Swallowed by a reploid fishy, X's only hope is to blast away from the inside. They're not so well armoured on the interior...

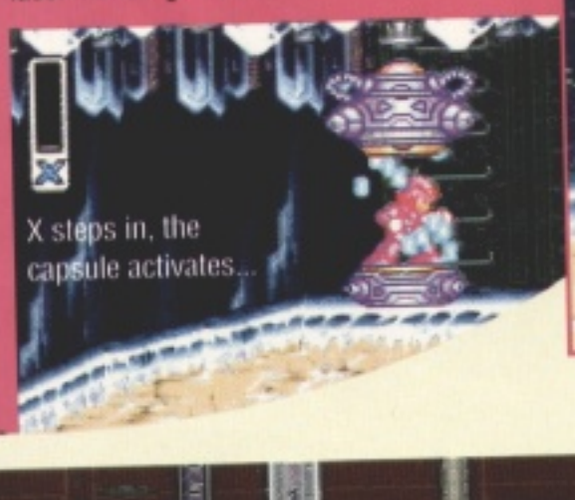
Storm Eagleed

The airport has been taken over by nasty reploids, and it's up to you to clear them out. The aquiline flying boss breezes you around with a flap of his wings, but he's not too hard to beat.

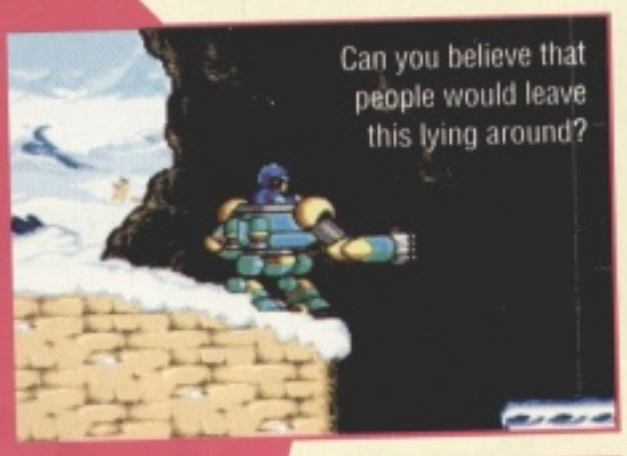
TOP 'GEAR'

Your creator, Thomas Light, has left some armour to help you fight the Mavericks. Find one of his power-up capsules and a hologram of Prof Light invites you to hop inside. The Speed Boots give you dashing power, improving your jumping skills, and can be found on Icy Penguigo's level. Look out for the Body Armour, and the Helmet, which gives you a wall-busting head-butt attack. Okay, so they're not the best-looking power-ups in the world. But would that matter to a cyborg with metal flares, whose right arm looks like a hair-dryer?

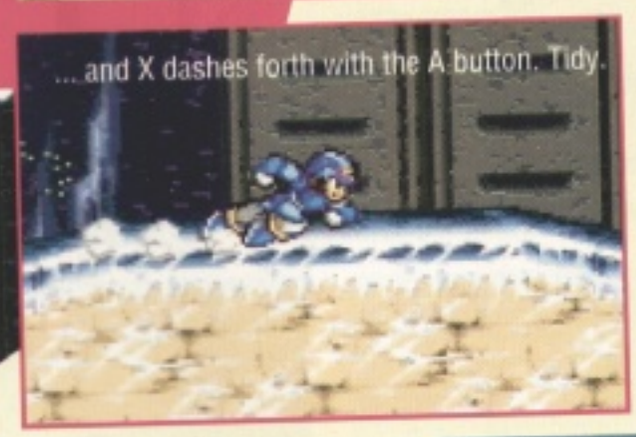
Left: 'Don't worry, Grommit! Everything's under control...' Jump inside one of these suits and 'Mobile Suit Mega Man' can stomp through small buildings, punching the lights out of droids and treading on laser-wielding bunnies.



X steps in, the capsule activates...



Can you believe that people would leave this lying around?

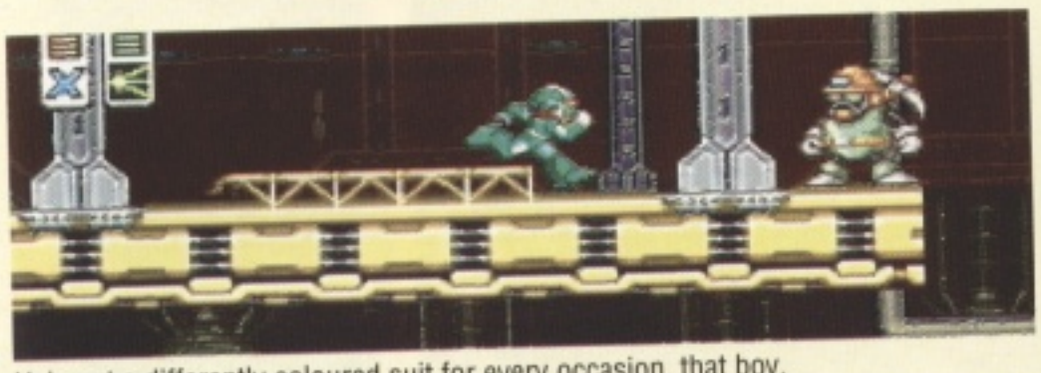


...and X dashes forth with the A button. Tidy.

You need Dash to deal with these gummy blobs. Unlucky, X.

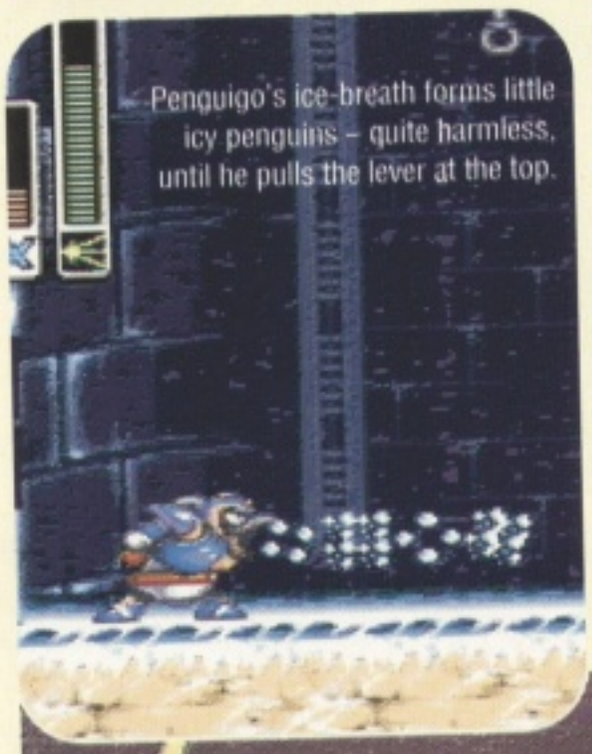
Hardware

Selecting your weaponry is the key to success in *Mega Man X*. All the weapons can be charged up, *R-Type* style, for different offensive and defensive powers.



He's got a differently coloured suit for every occasion, that boy.

It's not all clever stuff. There are still some platform cliches that you've seen a million times.



Penguigo's ice-breath forms little icy penguins – quite harmless, until he pulls the lever at the top.

Above: Here's a secret-ish bit. Go left on the lifts and blast the glass away to find a sub tank. Below: Now *that's* what we call charging up your weapon.

GOOD, BAD OR UGLY?

Let's put this review in perspective, shall we? I'm really not that keen on platform games any more. *Pink Panther* made me yawn; *Plok!* relied on its novelties; *Aladdin* was all over before it had even started; and *Mr Nutz?* Reactionary imagery of an idealised Sylvan Woodland that betrays a yearning for a naïve pastoral Golden Age, more like. Thus it comes as an enormous surprise, and not an unpleasant one, to discover that *Mega Man X* is a truly enjoyable game.

Renamed quite simply as '*X*', *Mega Man*'s 16-bit incarnation features a host of new villains to find and battle. Lots of elements from the old series persist, but devoted *Mega Man* aficionados will find plenty of novel twists and features waiting for them. It's still a platform shoot-'em-up, of course, but it surpasses much of the competition in terms of graphics and gameplay. All the old cliches have been employed, but given a new twist that makes you wonder why it hasn't been done before.

The revamped *Mega Man* character himself is excellently animated: whether he's running around, charging his X-buster, sliding down walls or panting with exhaustion, he just can't stand still. I'd always found him a bit dull, personally, but there's a great deal of charm in the finer details here.

But if I'm so impressed with the game, why haven't I given it 90% or more? Two reasons. Firstly, none of the levels are actually that huge. There may be eight maverick levels and a big battle with Sigma's entourage, but you won't find yourself being stuck on any one level for very long. Secondly, it's not as tough as it seems at first. A few elementary tricks, like repeating easy sections to recoup energy and weapon power, will see you through the harder bits. Within the level you'll also find restart points, extra lives, and no harsh time limit to put pressure on your performance. Couple this with a password system that records your level completion, status and weapon accumulation and you'll see that we're not looking at a lasting challenge for the experienced player.

The lesson I've learnt from playing *Mega Man X* is that platform games aren't bad by definition. There's still some life left in the genre if it's used in clever and innovative ways, with plenty of cunning obstacles and a real freedom to solve each level with a variety of strategies. In *X*'s case I just wish it was a little bit longer and a little bit tougher. We're not given to unfounded speculation here at *Super Play* but, with Capcom's record, perhaps we can expect just that? I'll be listening with a keen ear for rumours of a 16 meg *Mega Man XI*...

● Zy Nicholson

GRAPHICS	SOUND	GAMEPLAY
88%	70%	89%
GAMELIFE	OVERALL SCORE:	
80%		88%

VERDICT: It's really just a 16-bit upgrade of the old NES games, though that's hardly a criticism. Smart graphics, neat ideas, but it just falls short of being a classic.

FLASHBACK

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Award-winning bestseller with Rotoscope graphics -
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16meg power

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LETHAL EN

UK Release

Game: Lethal Enforcers
Publisher: Konami
Developer: In-house
Price: £74.99 (including gun)
Release: March
Players: 1 or 2 simultaneously
Cart ROM: 12 Mbit

You're in Chinatown here, and it's safe to assume that you're not a very welcome little police officer. In fact, you'd better have eyes in the back of your head for this mission. There are all sorts of people out to get you in this area, and not all of them look like your ordinary thug. In fact, watch out for that woman in the red, she's a real sneak.

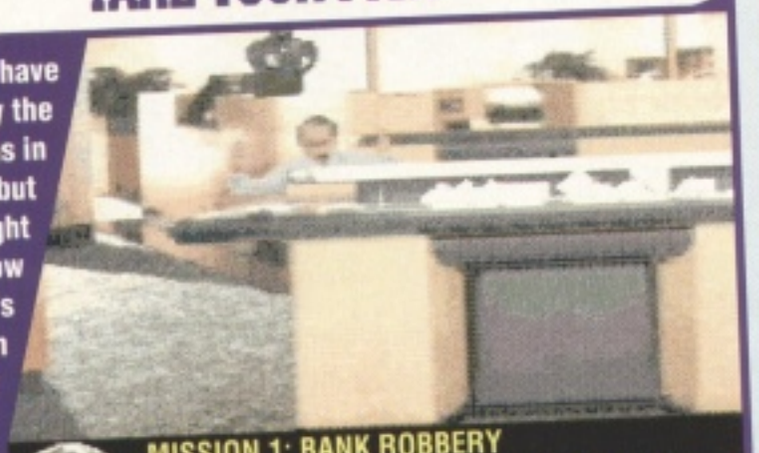
You know in all the excitement I've forgotten how many bullet I fired. Was it five or six? Well, in case you do forget, the game reminds you.

Although you can blast your way through most of *Lethal Enforcers*, the bosses need more thought. Here you need to shoot the helicopter...

... and destroy any missiles that the guy sitting in the 'copter fires at you. It takes time and quite a bit of practice to get it right.

TAKE YOUR PICK

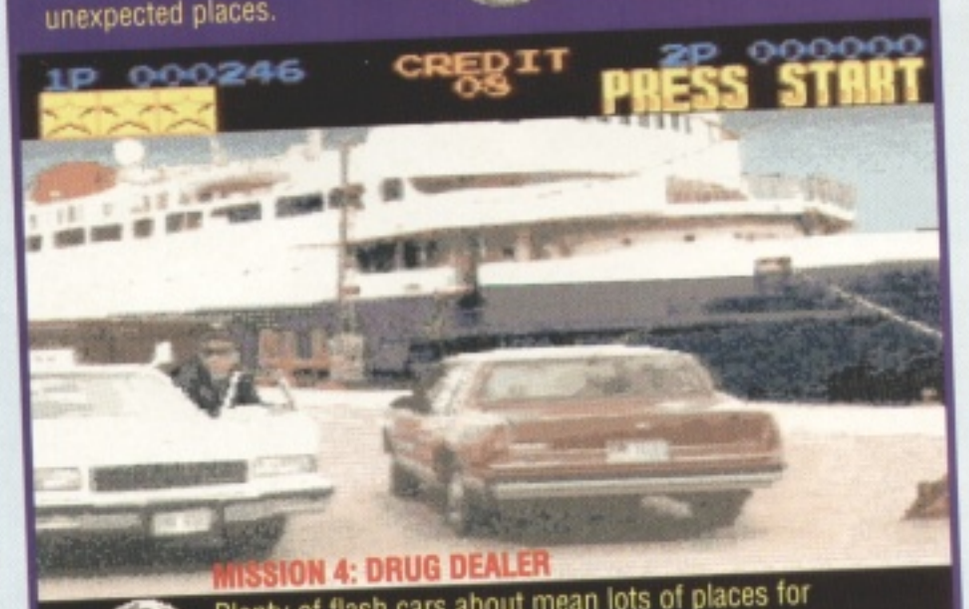
You don't have to play the missions in any order, but you might like to know what's going in each of them...



MISSION 1: BANK ROBBERY
Work your way through the bank and teach these guys that crime doesn't pay .

MISSION 2: CHINA TOWN ASSAULT
There are all sorts of things just waiting for you to show your face in this level. Be careful.

MISSION 3: HI-JACK
The thugs in this level appear from all over the shop – often in the most unexpected places.



MISSION 4: DRUG DEALER
Plenty of flash cars about mean lots of places for baddies to hide. Watch for the guy in the boot.

MISSION 5: CHEMICAL PLANT
The last level, and as you'd expect, everything gets a bit faster. The final boss is a real pain.

Using some clever technology, the Justifier light-gun doesn't need a receiver to sense what's going on like the Super Scope does. But the most important question is, is it any good? Well, we have to say that we're not impressed. The calibration drifted during the game and needed to be re-adjusted several times. Otherwise, it is incredibly light to hold and even has a start button on the side. For those interested, to buy a second gun will cost you £17.99, using a voucher which you'll find inside the game. It's important to note that *Lethal Enforcers* won't work through any adaptor: you need the correct cartridge for your type of machine.

And who said that guns aren't sexy? Just look at this one.

FORCERS

In a time where people are beginning to question the amount of violence in video games, surely this is a bit over the top? Not the SNES version, that's for sure.

GOOD, BAD OR UGLY?

No matter how far down the road we get in gaming terms (complex RPGs, sport simulations and large platform games), there's always one thing that a game should be. Fun. This can come in the form of cute characters battling evil empires or even taking your team through to the Super Bowl and winning. More often than not though, it involves inflicting damage onto the 'evil' characters in the game. And if you like that sort of thing, you're going to love *Lethal Enforcers*.

Converted from the arcade coin-op, many people were slightly apprehensive, and justifiably so, at how a light-gun-operated coin-op would work on a console. The solution was to make a gun to go with the game. So Konami did, and called it the Justifier. There's no receiver box to plug in, just stick the gun in your SNES and start shooting. Shooting? Oh, yeah, sorry I forgot about that.

Lethal Enforcers may look like just another *Operation Wolf* clone but it's much more than that. For a start it's incredibly playable. The smooth working of the game helps things along, but it's the overall gameplay (shoot, shoot and then shoot some more) that's the real winner. Then there's the 'digitised' graphics and background to give you that *Starsky And Hutch* feel, and a simultaneous two-player option to finish things off.

There are five levels to the game, all with varying backgrounds, and although the basic aim of each level is get through it, your performance will be analysed at the end of each level and an appropriate award given. That's if promotion up the ranks is your type of thing. Me, I just like shooting people. The trouble is you can shoot everyone in this game. You see these 'innocent civilians' and your fellow policemen keep getting in the way. Hit one of them and not only will you lose some points, you will also lose one of the five stars that make up you life meter. Get shot, hit or stabbed by an evil thug and you will also lose one of those stars. Lose all your stars and you're going to have to use one of your continues.

Just one small point. There's no death. No blood. No realism at all, in fact. Shoot a felon and they shimmer briefly before vanishing. Accidentally hit a civilian and a green bar saying 'CAUTION' pops up (and that's it). What did you expect, from Nintendo?

Ultimately, the price of *Lethal Enforcers* is too steep: you do get one gun with the game, but a second gun has to be bought separately. It's got some great all-out shooting action and mindless fun, but you have to pay for it.

● Paul Mellerick

GRAPHICS	SOUND	GAMEPLAY
85%	78%	75%
GAMELIFE	OVERALL SCORE:	
68%		69%

VERDICT: The action may be a bit dull in one-player mode, but the two-player is a real hoot. And that'll cost you a hefty £93. Urk.

WHAT HAVE WE 'ERE THEN?

Guns is what *Lethal Enforcers* is all about and there are quite a few of them that you can collect. If you get hit when you're carrying an extra gun, you automatically resort back to the normal gun.

WEAPON 1: NORMAL GUN
This is the gun you start the game with. You need to be accurate and remember that you only have six bullets to fire before you need to reload.

WEAPON 2: MAGNUM .44
A real mother of a weapon this one and no mistake. Plus you don't have to be deadly accurate with it.

WEAPON 3: AUTOMATIC PISTOL
This isn't much of a bonus really, but hey, you can't have everything. You do get quite a few bullets for it, though.

WEAPON 4: SHOTGUN
There's nothing quite like a shotgun to really show these guys that you mean business.

WEAPON 5: AUTOMATIC RIFLE
Lots of bullets with this one, but don't get carried away, you still need to be on the accurate side.

WEAPON 6: UZI 9MM
Loads of bullets with this too, but you only have one magazine of ammunition, so don't shoot wildly.

WEAPON 7: GRENADE GUN
The top weapon, and the amount of damage you can do with it is amazing.

IN LAST WEEK'S EPISODE, WE SAW...

DRAGON BALL Z
The dragon balls have been stolen by Perfect Cell. I knew I shouldn't have hired Group 4.
Help! Help! I knew I shouldn't have used that cheap hair dye.
Bummer!
Gohan, violence is not the answer to the world's problems, but let's face it – a peace talks simulator just ain't gonna sell.
CAPSULE
You will never win. Evil always loses out in the end. Light will triumph over dark. And other clichés
Oh I am so scared. Why do all anime characters talk a load of crap before a fight?
ドオン
Who wants plot? Let's see action!
What has destroyed your city? An earthquake? Godzilla?
Er, nothing. It's a Spanish holiday resort. We're opening up tomorrow.

Japanese Release

Game: Dragon Ball Z 2
Publisher: Bandai
Developer: In-house
Price: £50-£60
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 16 Mbit

DRAGON BALL Z 2

No, it's not the dish of the day down the local Chinese, but an anime-inspired beat-'em-up.

PLANET BUSTING SPECIAL MOVES

If it's anime it means mass destruction, and each of the fighters in the game, like in the TV series, has some impressive firepower.

Right: Boojakku attacks Vegeta with a small, but effective, cumulo nimbus. The cirro stratus and the kipper sky are, strangely, not amongst his other attacking moves.

Left: The split-screen allows for long-distance fighting. And the action is restricted to ground level. Airborne fisticuffs and sub-aqua scraps are also in the rules.

Right: Vegeta's secret weapon is that extra helping of ReadyBrek™ in the morning. Piccolo was once the token alien in The Village People, and has honed his dance moves into a deadly weapon.

GOOD, BAD OR UGLY?

The following review is a reconstruction. The basic text is an exact representation of a previous review. Only the names have been changed to protect the reviewer.

No, sorry, I just can't go through with it. I *was* tempted to just reprint Matt Bielby's review of the first *Dragon Ball Z* game from issue 8, but, like in all the best US sit-coms, my better nature won through in the end and I went off in search of forgiveness and a group hug. (But James and Zy weren't into that sort of thing and Sue said, 'Get off you creep'.)

But I didn't just consider this odious course of action (the plagiarism, that is, not the group hug) because of laziness. It's just that as a sequel this is more *Nightmare On Elm Street* than *The Godfather* – there have been a few cosmetic changes but the basic formula is identical.

Just like the first game, *Dragon Ball Z 2* is a one-on-one beat-'em-up, based on an anime series. The gimmicks (and let's face it, all post-*SFII* beat-'em-ups have to have gimmicks) here include:

- Anime-style graphics and sound effects.
- Split-screen action which enables the fighters to use long-range special weapons.
- A knock-out competition in which up to eight players can take part.
- A game option that lets you thump and kick your way through an anime-style story.

For the majority of us parochial Brits, we can virtually write off this last gimmick. Because the game is a Japanese import all the text is in Japanese, rendering this section almost unplayable. Which is a shame because this is about the one real innovation this sequel has, and looks like it could have been dead good fun. Ah well, our loss, I suppose.

What we're left with is the standard beat-'em-up sections which, despite new characters, moves and locations, are pretty much the same as before. There's the split-screen action which many people loathe, but it at least differentiates *DBZ* from other beat-'em-ups. And you've got to admit that some of the long-range weapons are pretty impressive, although the action does grind to a halt whenever you use them, which can be intensely irritating.

If you are into special moves and weapons, *Dragon Ball Z* delivers the goods in a big way. Each character has a combination of long-range power balls, lightning bolts, mental attacks, chronic halitosis and other hands-off attack methods, as well as their individual combination moves and a range of standard kicks and punches.

You might think this would make the controls more difficult to master than the ancient art of opening milk cartons, but not so; they are, in fact, very easy to use, though without the help of the manual, you need to experiment quite a bit to work them out at first, but it's worth it.

If you're into anime in a big way this game might appeal, purely for its faithful graphics and sound effects, which do a pretty good impression of the real thing (if you can call animation 'real'), with one major omission – blood. Yep, The Mary Whitehouses at Nintendo must have put their oars in, because there is less of the red stuff here than you'd get in the average episode of *Neighbours*. But the characters, their moves and their weapons are all pure manga.

The problem is that most of these points apply equally to both *Dragon Balls*. The sequel is little more than a rehash of the first game, with a few aesthetic alterations. A reconstruction, in fact, in which only the names have been changed...

● Dave Golder

GRAPHICS	SOUND	GAMEPLAY
85%	67%	78%
GAMELIFE	OVERALL SCORE:	75%
75%		

VERDICT: If you like manga action then this delivers the goods in a big way. As a beat-'em-up it's fun for a while, but no great shakes.

LEGEND OF MYSTICAL

Go for it! Goemon. That's what *Ganbare Goemon* means in Japanese, apparently. But over here he's just a good old mystical ninja.

Right: This time around you get a choice of three characters to play. In addition to Goemon, and his ever-faithful, and stupid, sidekick Ibisumaru, there's also the spikey Sasuke.

MICE, FISH & AUTOMOBILES

Throughout the game Goemon and his pals get to travel by ever more bizarre forms of transport, from wooden wheeled mice and mechanical fish to bubble-blowing cars and mechanical knights. It's a funny old world.

ALL AROUND THE TOWN

The towns are where you rest, stock up on armour and weapons, and play all the sub-games. Unlike the first time around, where all the townsfolk were out to trample you into the ground, now they only get angry if you hit them, which is fair enough, but you don't get any cash for bashing them like you did before. Swizz!

Right: The palace entrance is barred until you purchase an item from a nearby shop. But what is it? Perhaps those nice men with big sticks will tell you.

Right: This shop sells nourishing food. Like, er, cheese. And chocolate mousse. And what looks like lettuce-flavoured Angel Delight™. Yummy.

Right: When all the off-beat zaniness gets too much, there's no better way to relax than by spending a night at the local ryokan (inn). Apparently.

F THE NINJA 2

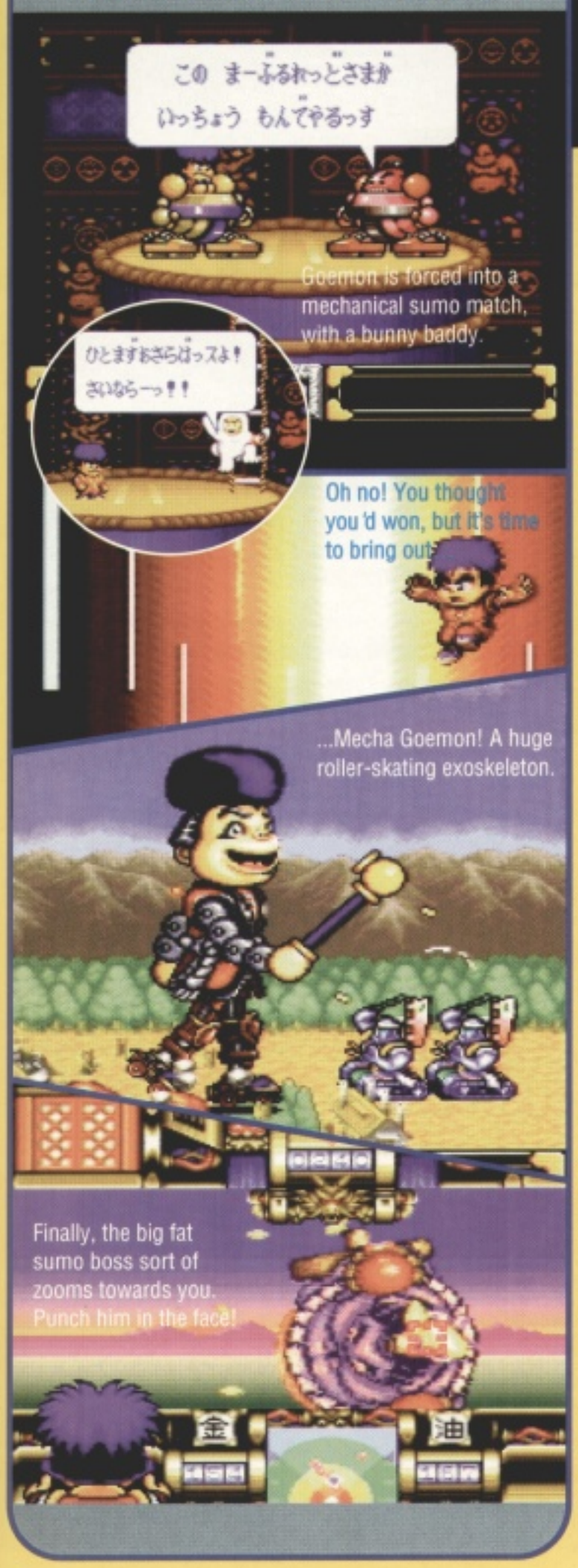
Above: The evil warlord's henchmen, cursed forever by the Easter bunny. Maybe.

Japanese Release

Game: Mystical Ninja 2
Publisher: Konami
Developer: In-house
Price: £50-£60
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 16 Mbit

Thanks to Zap, (0532) 590077, for the cart.

MECHA GOEMON GO! GO!


このまーふるれっどさまが
いっちょうもんでやるっす
Goemon is forced into a mechanical sumo match, with a bunny baddy.
ひとまずおさらばっスよ！
さいならーっ！！
Oh no! You thought you'd won, but it's time to bring out
...Mecha Goemon! A huge roller-skating exoskeleton.
Finally, the big fat sumo boss sort of zooms towards you. Punch him in the face!

GOOD, BAD OR UGLY?

How utterly, utterly marvellous it is to come across a game that shows up all the hype about 'super-consoles' for the pointless drivel it really is. Who wants a CD ROM drive when you can have *Legend Of The Mystical Ninja 2* – a perfectly programmed piece of software that does magnificent service to all the capabilities of the SNES? Not I, for one. Any apparent advances in processing power or storage capacity fade into insignificance when set beside the relentless innovation and miraculous playability of this cartridge.

It's sheer magic. You'd expect nothing less, of course, from the sequel to the classic (and unsurprisingly titled) *Legend Of The Mystical Ninja*. Nonetheless, Konami have once again out-done themselves, reprising all the depth, variety and humour of the previous game, and generously heaping our plates with even slicker and more responsive gameplay, stuffing our faces full of even cuter and funnier graphics, and filling us fit to bursting with even more amazingly inventive characters and situations.

Apart from (obviously) an completely new set of worlds to explore, replete with new characters and problems, the differences between the two games are not of the most ground-breaking nature. All the strengths of the earlier cart – and, let's face it, there was a whole heap of them – have been retained. The central characters and basic gameplay elements remain the same; *Legend Of The Mystical Ninja 2* is still a cross-genre, two-player RPG with a huge variety of platform sections and sub-games based around a number of towns, which are viewed from overhead and incorporate lots of frenzied beat-'em-up action. However, plenty of well thought-out additions and tweaks make this an even more satisfying cart than the original.

The platform sections are much more detailed and involving than before, and include even more inventive enemies and features, including a number of totally bizarre vehicles which you can hi-jack and turn against your foes. Oh, and there are now three player characters to choose from, instead of just the two, the addition being a knife-throwing female with an aggressively mauve ponytail. There's a new map screen to chart your progress too, as well as all sorts of minor changes to the basic framework of the game – the guys in the overhead sections are much more relaxed, but get aggressive when attacked, for example.

I suppose it's difficult to describe a sequel that appears to be so similar to its predecessor as stunningly original, but – er, how can I put this? – it is. Perhaps it's simply the fact that the whole game is so unashamedly Japanese that's so appealing. Perhaps the programmers are geniuses. Whatever the reason, every last détail is guaranteed to raise a smile, a chuckle or an outright gasp of amazement. And just wait 'til you see the bosses...

Legend Of The Mystical Ninja 2 isn't just another Japanese RPG, and it's certainly not just another platform game. With its adroit mix of genres, and the abundance of surreally humourous touches, it's one of the most consistently entertaining and enjoyable games I've ever played on any system. And you can nail my fingers to the desk and smother me with semolina if I'm lying.

● Jonathan Smith

GRAPHICS	SOUND	GAMEPLAY
90%	88%	93%
GAMELIFE	OVERALL SCORE:	90%
91%		

VERDICT: An utterly compelling and fantastically entertaining game that's a worthy sequel to its classic ancestor.

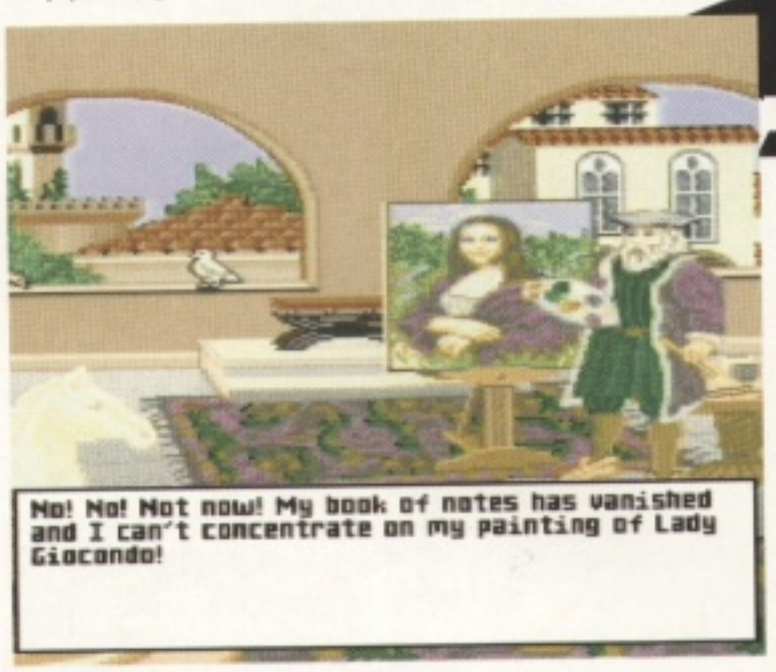
Psst. Want to learn some history? Want to travel across the globe? Want to meet famous people? Or collect mushrooms? (*No, but I'll play it anyway – Sarah.*)

MARIO'S TIME

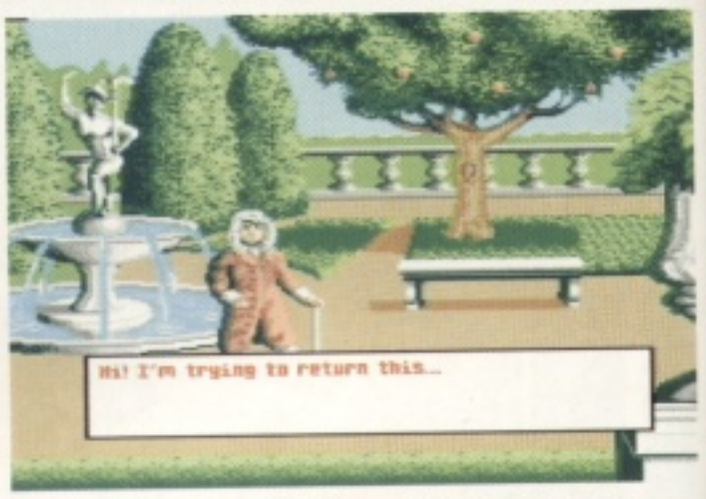
UK Release

Game: Mario's Time Machine
Publisher: Mindscape
Developer: In-house
Price: £50
Release: Out now
Players: 1
Cart ROM: 8 Mbit

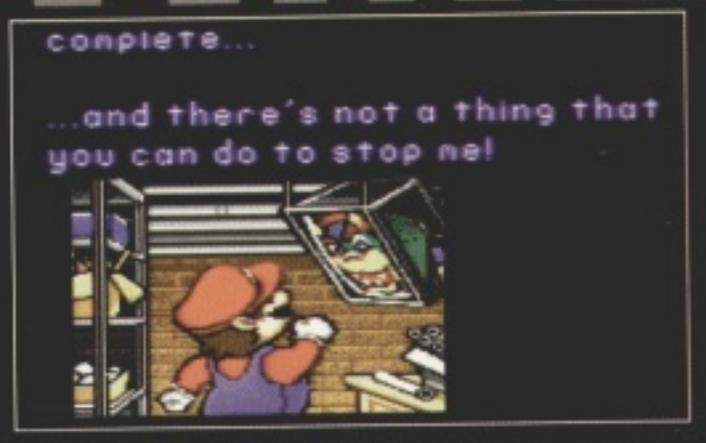
Stop painting women, Leo, and design us a helicopter.



Mario in royal rumble shock! Queen makes threats!
Must! Is "must" a word to be addressed to the Queen of England! Little man, little man! Be gone now, or I will make you shorter by a head!

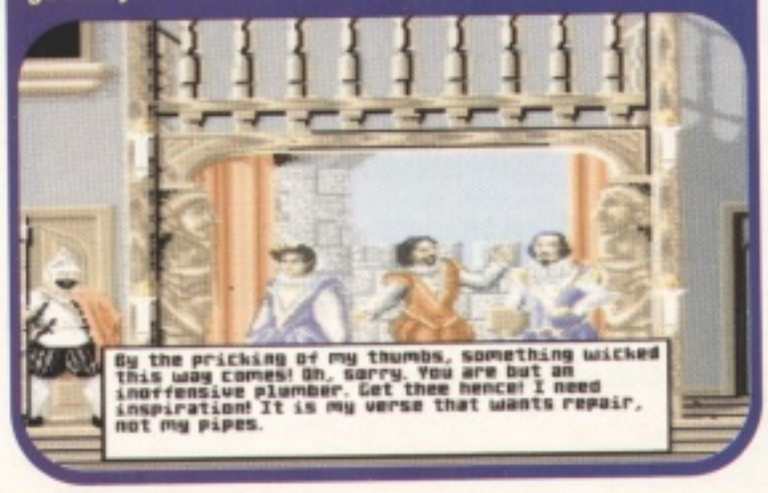


An apple a day keeps the theoretical physicist away...



SHAKESPEARE COUNTRY

Above: 'Shakespeare's house. *He'll* be nice to me.' Below: 'How rude. Have your manuscript back, Willy. I wouldn't mend your pipes if you paid me £1,000! Now go away! – *Titus Andronicus* was crap, by the way.'


By the pricking of my thumbs, something wicked this way comes! Oh, sorry. You are but an inoffensive plumber. Get thee hence! I need inspiration! It is my verse that wants repair, not my pipes.

GOOD, BAD OR UGLY?

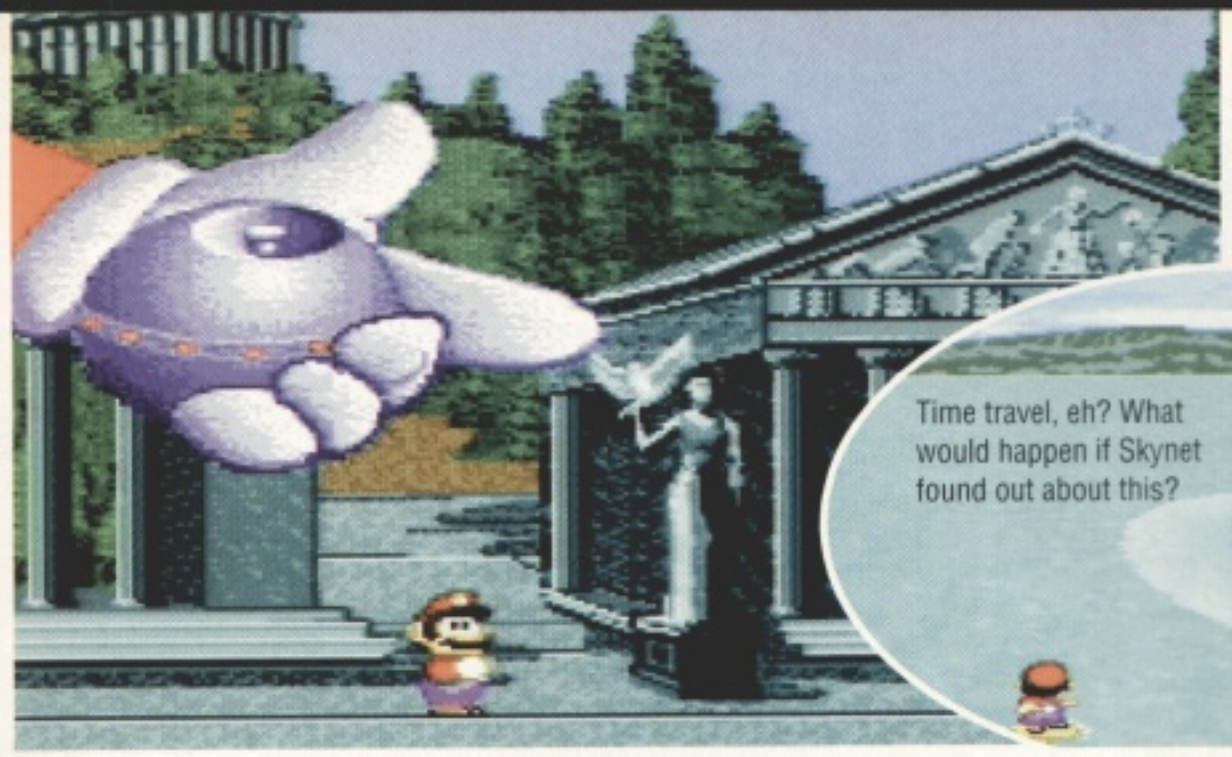
I had thought I was well educated. I know which knife to use at the dinner table and how to look up a word in a thesaurus. But I was mistaken. I didn't know when Plato was born, or where Michaelangelo lived. And the life of Thomas Jefferson had passed me by. But – hurrah! – *Super Play* took pity on me and let me play *Mario's Time Machine.*

Firstly, I'll fill you in on the plot. Bowser (the baddy) has stolen artifacts belonging to famous people throughout the ages and put them in a museum. Only Mario (the goody) can stop history unravelling. It is your job to guide Mario, armed with his trusty time machine, in his search back through the mists of time to return the vital articles.

Returning the item is simple, once you've completed the owner's life story. That's where the education bit comes in. Fill in the blanks either by yourself, or after questioning the locals when you reach your destination. The quicker you complete the history lesson, the more points you get. Unfortunately, points don't mean prizes in *MTM.* It would have been more fun if they did.

Once you've returned the stolen goods, and history has been repaired, you have to collect your password and return to the museum. Then you empty each room in turn. And when you empty the last room you can get back into the time machine and Bowser gets his comeuppance.

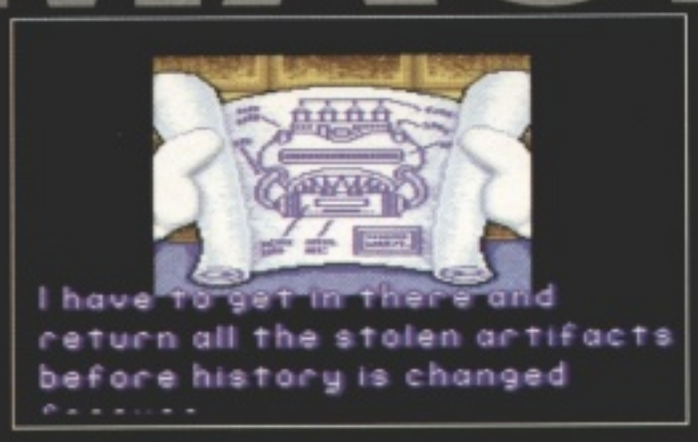
This seems pretty straightforward, but once you've done it all for one famous historical person, it gets a bit repetitive, especially as you've got 14 others to complete. Filling in the blanks in the life stories seems a bit

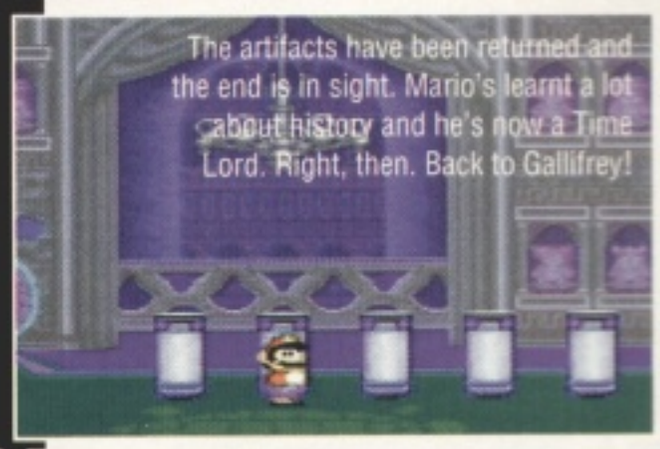


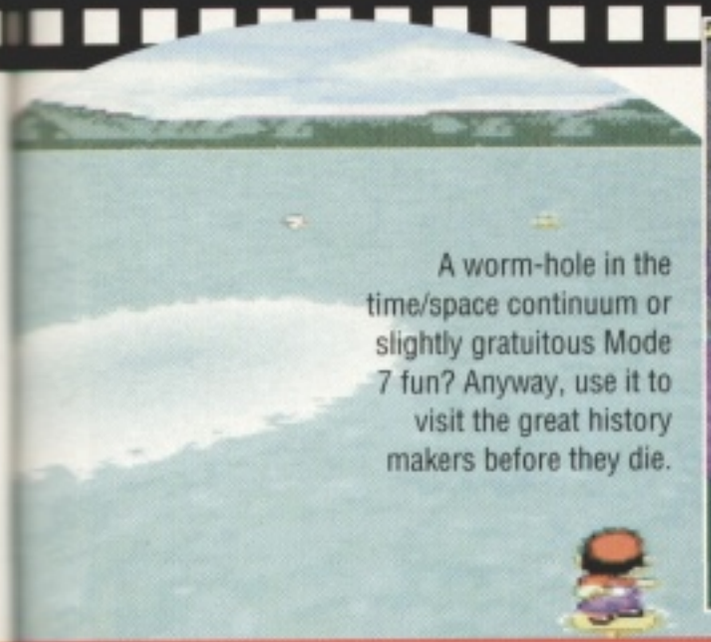
Left: Panic! There's a giant hand in the sky!

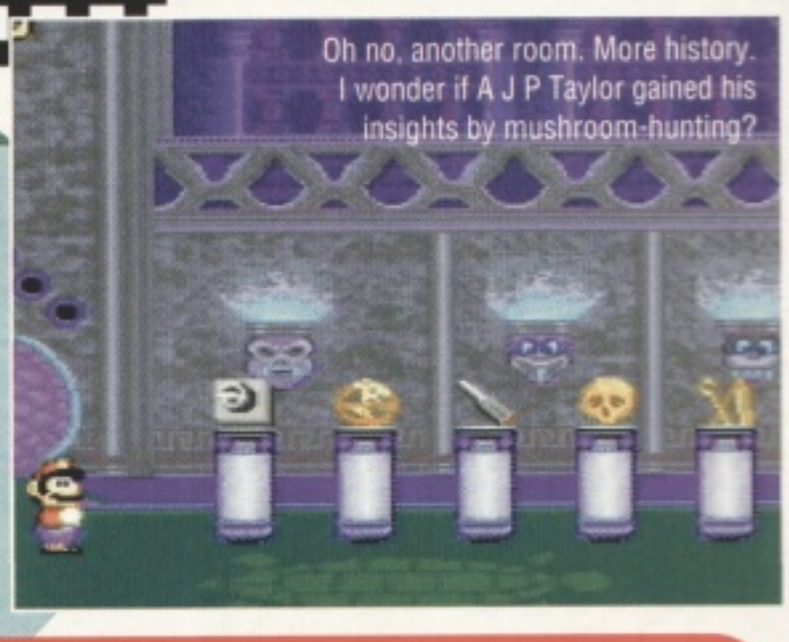
Time travel, eh? What would happen if Skynet found out about this?

MACHINE




The artifacts have been returned and the end is in sight. Mario's learnt a lot about history and he's now a Time Lord. Right, then. Back to Gallifrey!


A worm-hole in the time/space continuum or slightly gratuitous Mode 7 fun? Anyway, use it to visit the great history makers before they die.



random, and picking a word from a list of 20 or so wears a bit thin after you've done a few people. I don't think I learned much from this game, except a few useless facts to litter my conversation at parties for the next couple of years.

When I was at school I took umbrage at history. All those dates and places you had to remember were a complete nightmare. The only point of history, I think, is to stop us making the same mistakes again. I'd forgotten how tedious all those dates were. This is a real problem with *Mario's Time Machine*. It's packed with facts but doesn't make the characters come alive, except in a limited way when Mario actually meets them.

Actually, there is a break from the dry facts for the young learners. At one point they get to surf over a Mode 7 sea, collecting mushrooms. But I think they'll want more out of edutainment than that. What about a couple of big monsters to hack to bits, or a puzzle to solve or something else to relieve the boredom? History has never been so much fun. Or so little.

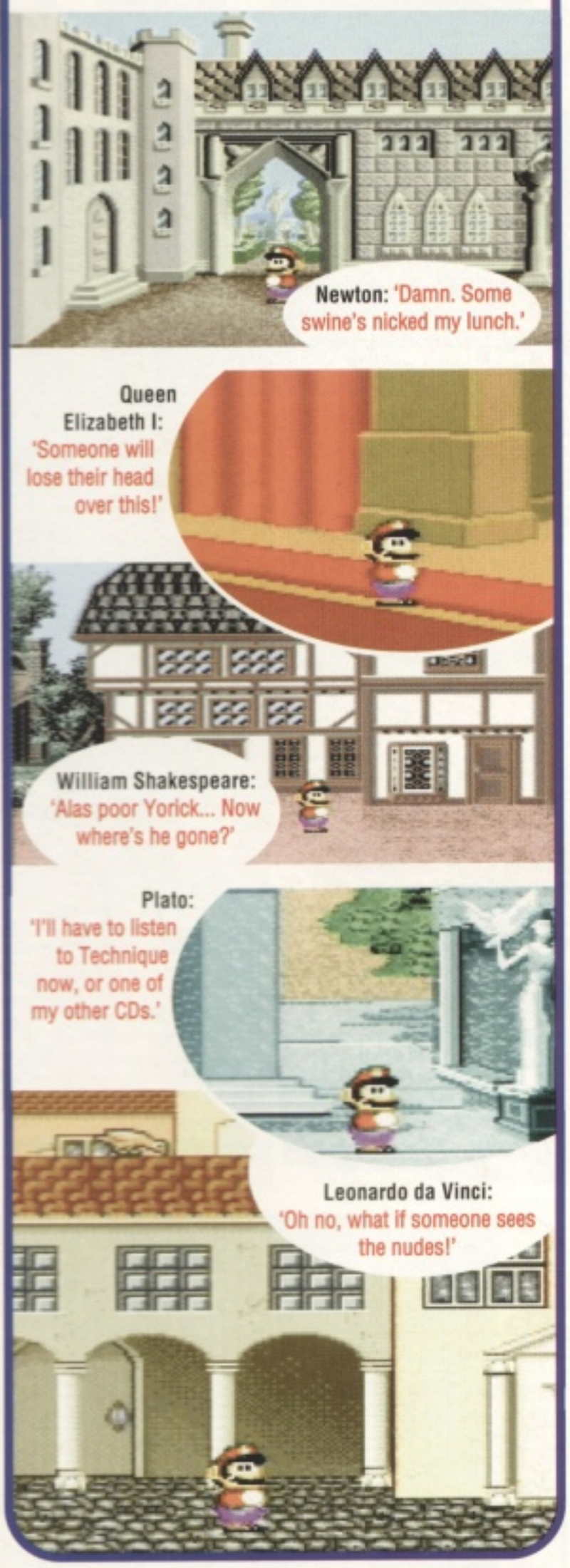
● Sarah Tanser

GRAPHICS	SOUND	GAMEPLAY
60%	55%	65%
GAMELIFE	OVERALL SCORE:	60%
60%		

VERDICT: *Mario's Time Machine* hasn't got enough depth on the education side, nor is it that entertaining. It would work better as a sequel to *Mario Is Missing* in an adventure format, with a little quiz after you've visited each person. This really needs a bit more variety to lift it out of the doldrums.

WHERE'S THE CONTROLLER?

It's always the same isn't it? You can't find the screwdriver when the door falls off its hinges, or the nail clippers when you're turning into a hook-clawed monster. I wonder what these famous people said when their precious artifact went missing.


Newton: 'Damn. Some swine's nicked my lunch.'
Queen Elizabeth I: 'Someone will lose their head over this!'
William Shakespeare: 'Alas poor Yorick... Now where's he gone?'
Plato: 'I'll have to listen to Technique now, or one of my other CDs.'
Leonardo da Vinci: 'Oh no, what if someone sees the nudes!'

Aaaaargh! It's a Terminator Bowser, sent back in time to destroy Sarah Connor! Probably.

SPACE A

UK Release

Game: Space Ace
Publisher: Empire
Distributor: JVC
Price: £TBA
Release: March
Players: 1
Cart ROM: 16 Mbit

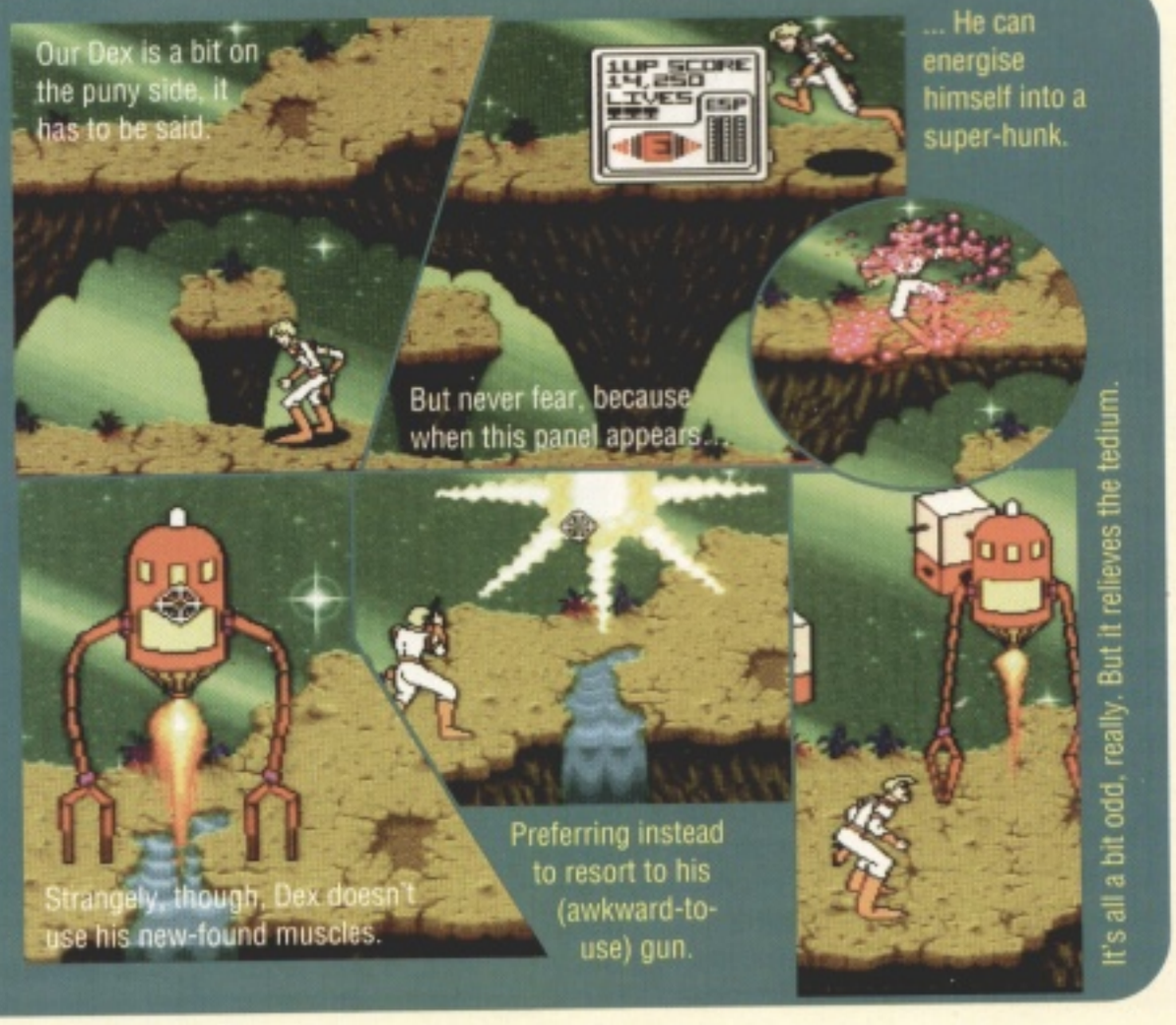
The main problem with *Space Ace* is that you have to memorise all the obstacles. This part of the game is one of the worst cases – you have to die a number of times before you can work out the order in which the killer rays appear.

A long time ago in a galaxy far, far away is, strangely enough, exactly where Dave Golder wishes this pile of dodgy old sci-fi platformer clichés had remained.

Every time Dex meets his maker (*Who? Don Bluth? – Ed.*) we're treated to some really blocky animations.

Between each main level you have this Space Maze section. You have to pilot your little ship around the maze avoiding the walls (which you can only hit four times before you die), and the big green balls (which you can shoot). What you're looking for are the swirly things, which are the exits to other levels.

THE ULTIMATE WORK-OUT VIDEO GAME


Our Dex is a bit on the puny side, it has to be said.
1UP SCORE
14,250
LIVES
ESP
... He can energise himself into a super-hunk.
But never fear, because when this panel appears...
Strangely, though, Dex doesn't use his new-found muscles.
Preferring instead to resort to his (awkward-to-use) gun.
It's all a bit odd, really. But it relieves the tedium.

The power tube is a brief respite from the platform levels. But, frankly, it's not much of an improvement.

ACE

This is where it all begins, and for most of us, where it will all end. The straight platform conversion of *Dragon's Lair* had more playability than this. And are those graphics really so good?

This is the ship that takes you to the Space Maze.

GOOD, BAD OR UGLY?

SPACE ACE™

Right. Here we go. You start the game. You meet the first obstacle. You die. You restart the game at the beginning of the level. You remember to avoid the first obstacle. You die at the second one. You restart the game again. You remember to avoid the first and second obstacles. You die at the third. You restart... I think you're getting the hang of it now.

Some things never change. *Space Ace* is based on characters produced yonks ago by the Don Bluth animation studios. You know them. They were responsible for those adventure-style arcade games in the mid '80s like *Dragon's Lair* – games that boasted lush graphics, Disney-style animation and all the gameplay of two-card Snap. Dexter, the non-eponymous hero of *Space Ace*, and his supporting cast also started life in gorgeous-looking adventure-style games that have done the rounds. On the SNES though, they're starring in – I bet you can't guess – a platformer! But it's still got all the gameplay of two-card Snap.

This is a game with more problems than Clare Rayner's postbag, but its most debilitating has got to be the way you have to memorise every level if you want to get through it. You've got about as much chance of surviving your first encounter with any nasty alien or deadly obstacle as a red-shirted extra in *Star Trek*. And because you have to go back to the start of a level every time you die, it all gets very tedious very quickly: it only has lastability if you're a real masochist.

The Power Tube and the Space Maze sections help to liven it up a bit, but it still feels like a compromise of graphics and gameplay that does justice to neither.

As for other faults, where shall I start? There's the forced scrolling which pushes you along whether you like it or not – okay, it is an accepted gameplay technique, but I've yet to meet anyone who ever liked it. Then there are the small windows of two-second blocky animation. Oh, look, I think you get the general drift.

Space Ace? Erm, yeuch.

● Dave Golder

GRAPHICS	SOUND	GAMEPLAY
79%	71%	55%
GAMELIFE	OVERALL SCORE:	58%
51%		

VERDICT: As dog's dinners go this is a Christmas lunch at Battersea. It perfectly combines all the things I hate in video games.

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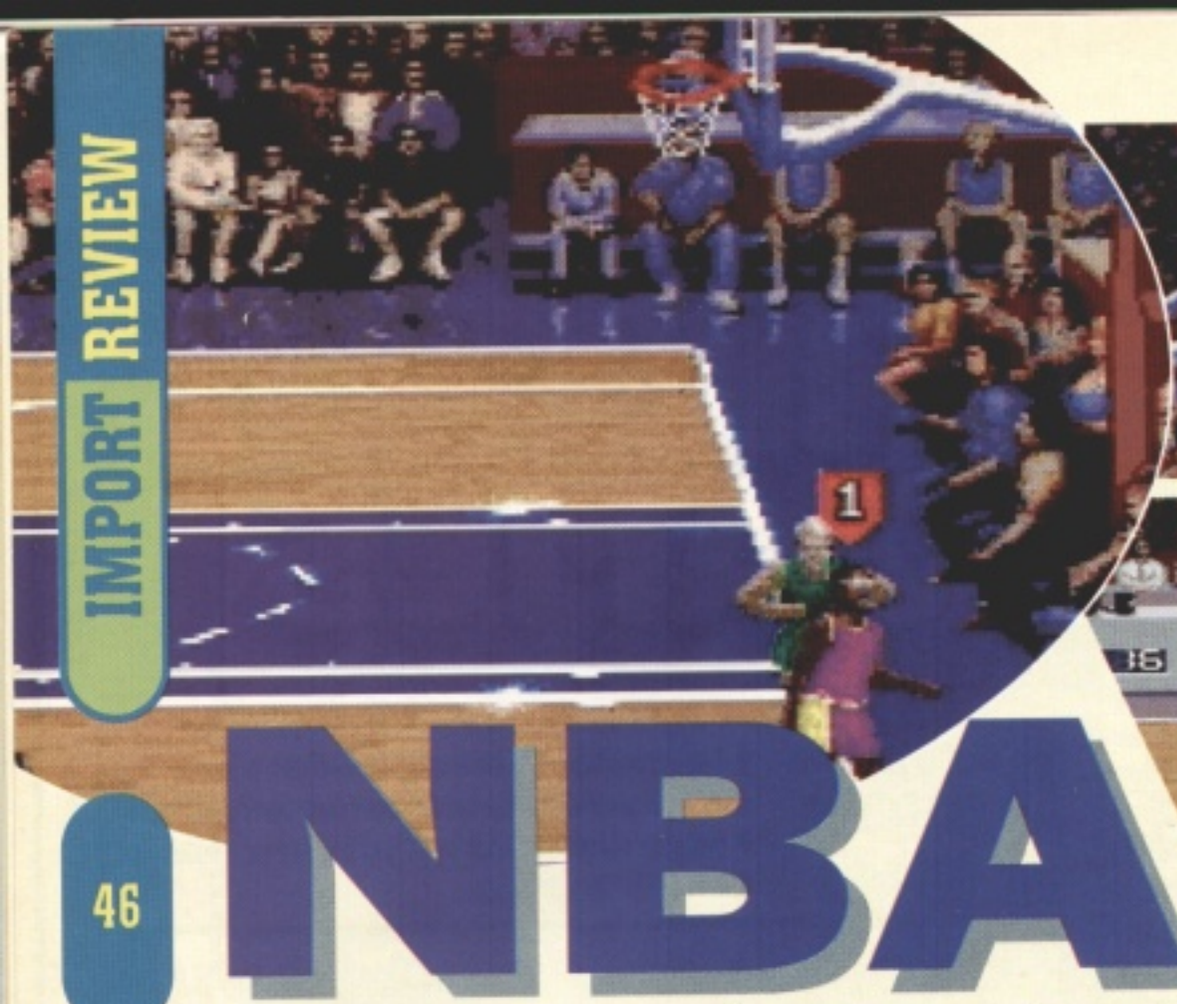
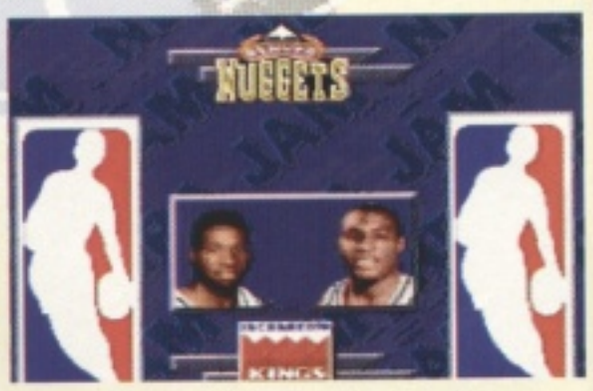


Most of the action in *NBA Jam* seems to take place in the air. But instead of spoiling the game, this makes it even more fun. Timing is everything. And so is having a cool head. Timing and having a cool head are everything in *NBA Jam*. And having quick reactions, as well. In fact, the game's so varied that lots of things are everything in *NBA Jam*. Probably.



Here are two really famous basketball players.

NBA JAM

These guys are just *sooo* hip. And do you know what's really funny? Their hips are as high as a normal man's shoulders! That's basketball for you...

All the big teams are represented here – The Bulls, the Lakers, the er, Milwaukees. And the strips are correct too.

US Release

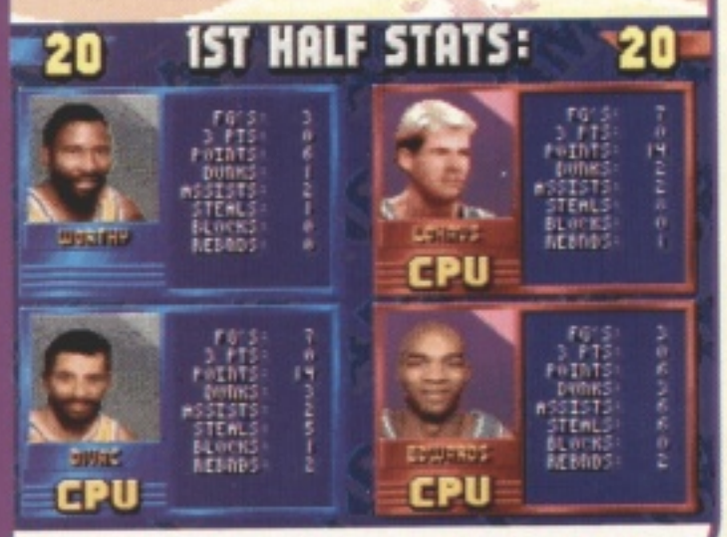
Game: NBA Jam
Publisher: Acclaim
Developer: In-house
Price: £50
Release: Out now
Players: 1-4 simultaneously
Cart ROM: 8 Mbit

WHY ARE THERE ONLY FOUR PLAYERS?

That's the definition of a Jam, apparently. Only four players, two on each side. This makes for the fastest, most fluid basketball this side of, er, Dunkonia, the low-grav basketball-playing planet.

All the other rules are exactly the same. Don't run with the ball (unless you bounce it a lot), don't collide with the other players (unless you're Charles Barkley) and don't slide around on your tum (unless you're Shaq O'Neill in the Planet Reebok advert).

The other completely great thing about having four players on-court is that you can connect a Multitap and invite three of your friends to play as well. Doing this is utterly brilliant, and it's another reason why Multitaps are the best things ever and you should buy one.



You want stats? There are stats for everyone here!

GOOD, BAD OR UGLY?

It's difficult to simulate people close up and make it look half-decent. Especially if they happen to be very tall, active and playing a fast-moving sport. But *NBA Jam* does it perfectly.

For a start, the game accepts that you're operating someone who's damned good at basketball, so you don't have to worry about bunging the ball miles away from your team-mate by accident, or falling over when you should be dribbling skilfully around the enemies.

So forget about the basic playing techniques because they're all done for you. Just concentrate on the action. And action it is; you racing up and down like a mad thing, the points notching up at a tremendous rate. The logic is that because the court is slightly bare of players, every run should end in a successful dunk. This does happen about seven times out of ten. But sometimes, the other team will play a skilful or sneaky move, or you might get so cocky that you'll lose possession, and they'll run away and get their own points.

And boy is it exciting. Even in one-player mode your face will get nearer and nearer the screen as your concentration increases. And when you do finally play a storming move and nick the ball – then flick it to your team-mate, who'll switch it back with unbelievable panache – you'll be there, flying towards the basket. And in it goes.

The graphics are truly spectacular in *NBA Jam*. Each player (and they're all real) actually looks correct. Shaq has his glasses, Barkley has a shiny bald head and, er, they all have boots the size of Volkswagens on.

Everything about this game is right. I've never wanted to play basketball much before on the SNES, but this is becoming a firm favourite in the office. Whack in the Multitap and away we go.

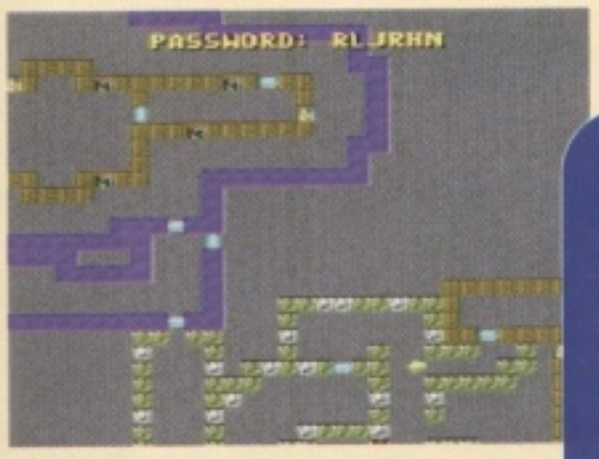
● James Leach

GRAPHICS	SOUND	GAMEPLAY
88%	82%	92%
GAMELIFE	OVERALL SCORE:	87%
85%		

VERDICT: What a classy game. *NBA Jam* fever should sweep the nation, if there's any justice. It's got slick gameplay, great visuals and a hyper-addictive four-player mode. Simple, yet compelling, fun.

WOLFENSTEIN 3D

What looks like Dresden Castle, circa World War II, and is crawling with Nazis? Not *Wolfenstein 3D*, that's for sure.



The map, showing where you've explored.

UK Release

Game: Wolfenstein 3D
Publisher: Imagineer
Developer: ID software
Price: £49.99
Release: Out now
Players: 1
Cart ROM: 8 Mbit

Now this is what may cause a fuss. Sue takes exception to goose-stepping Gestapo Fritz and gives him what for.

BAD GUYS

Having sneaked into the enemy base, you must move through its 3D rooms to loot treasure and administer death to these...

Troopers are slow, easy targets and don't shoot until quite close to you.

Officers, and guard 'rats' move faster and dodge your aim.

Below: Flesh-eating Nazi zombies from Hell!

GOOD, BAD OR UGLY?

'We hate it. We think the game has been compromised.' Pretty harsh words have been spoken about the SNES conversion of *Wolfenstein*, not by another games reviewer, but by Jay Wilbur, CEO of ID Software – the original developers of the game. The reason? Nintendo's peculiar guidelines and restrictions, naturally.

To be honest, *Wolfenstein* is still quite violent. Not as explicitly violent as the PC version, but you do have to shoot a lot of Nazis: although the Lego™-like splats of red hardly make it any more worrying than *Where Eagles Dare*. Our Sue adored its relentless carnage and high body-count, insisting on getting the screenshots for this page herself. Now the office resounds with cries of 'Die, Fascist scum! Die! Die! Die!'

Sorry, did I say Nazis? The real puzzle is Nintendo's insistence on removing all references to them. The imagery is still the same – eagles, iron crosses – but the swastikas have gone, Hitler's moustache has been cunningly erased from his portrait, and the guards are now called 'Servants of the Staatmeister'. Why, exactly? Are they worried that the game might offend decent, honest Nazis? Perhaps I sound a little crass, as if I don't appreciate that WWII means something different to the Japanese, but that really doesn't explain all of the changes made here.

Nintendo would even have us believe that the vicious German Shepherds, who bark and leap for your throat, are in fact gigantic mutated rats. Well, you *can't* risk offending any dogs.

(And if that sounds crazy, think it through a little further. Some top exec at Nintendo has been paid – generously, thanks to the profits generated by your purchases – to come up with these ideas. The fabric of society would surely crumble if it weren't for such valiant efforts to protect us from the truth).

So what *is* left for the SNES player? Surprisingly, a very decent game. The graphics are handled well without DSP assistance, although you won't need to have played the shareware original on the PC to realise that lots of detail has been lost. The pics on this page show its crude blockiness, especially when compared to the 3D bits of *Jurassic Park*, but there's a smoothness in the speed you can move around the castle.

Okay, so it might not be the most original thing out. But it is ambitious for a SNES title, however depressing that sounds, and is a welcome relief from the usual platform fare. That's not to say it has any lasting value, especially as the missions have little variation, but you'll so enjoy letting rip with the chain gun on a room of iron-helmeted storm-troopers that you'll want to finish it.

● Zy Nicholson

GRAPHICS	SOUND	GAMEPLAY
75%	65%	82%
GAMELIFE	OVERALL SCORE:	78%
70%		

VERDICT: For a bricky-looking, 3D, Nazi-blaster, it's really quite fun. Just don't mention the War, okay?

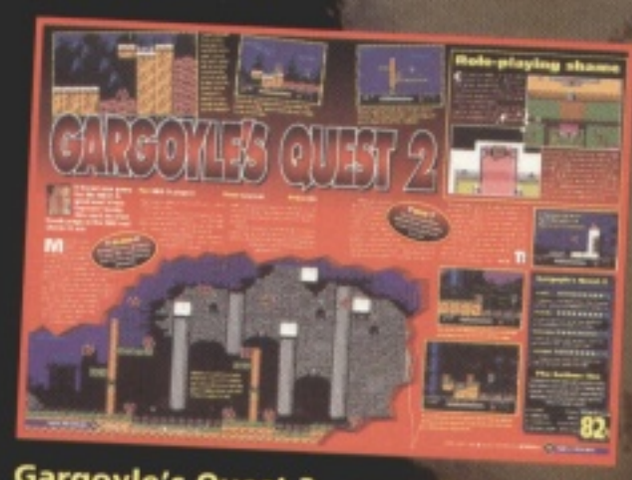
Zappy New Year to you all!

Akira. The game of the movie of the comic book. We take an exclusive look at the game's development.

We investigate virtual reality. What can it do? And what will Nintendo's Project Reality really be capable of?

Is R-Type III the Super NES's best shoot 'em up ever? Find out in this month's full review.

Find out why Kirby's Pinball is the best pinball title on the Game Boy – or any other game system, for that matter!



Gargoyle's Quest 2 – a cracking arcade adventure from Capcom? Read our full NES review to find out.

Let the February issue of TOTAL launch you into 1994 with a fantastic selection of news, reviews and red-hot features. We take an exclusive look at Akira, show you the game's first screenshots and expose the secrets of its design. We also ask UK Nintendo champ – Metro – who the hell he thinks he is. Plus we take an in-depth look at Project Reality and the VR technology that could be in your home by the end of this year!

It's all in the fab Feb issue of TOTAL! On sale Thursday 20th January.

Helping a friend knock the scales off a giant fish-man is just one of the loopy options in this nutty game.

Cyber Woo's not, as you might expect from the name, a mechanical Woo (whatever that means) but a giant robot gorilla, capable of transforming into some pretty impressive guns.

Japanese Release

Game: King Of The Monsters 2
Publisher: Takara
Developer: SNK
Price: £44.99
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit

Monsters rampage across the world's cities, prompting us to ask that perennial question – why are the Japanese so bonkers?

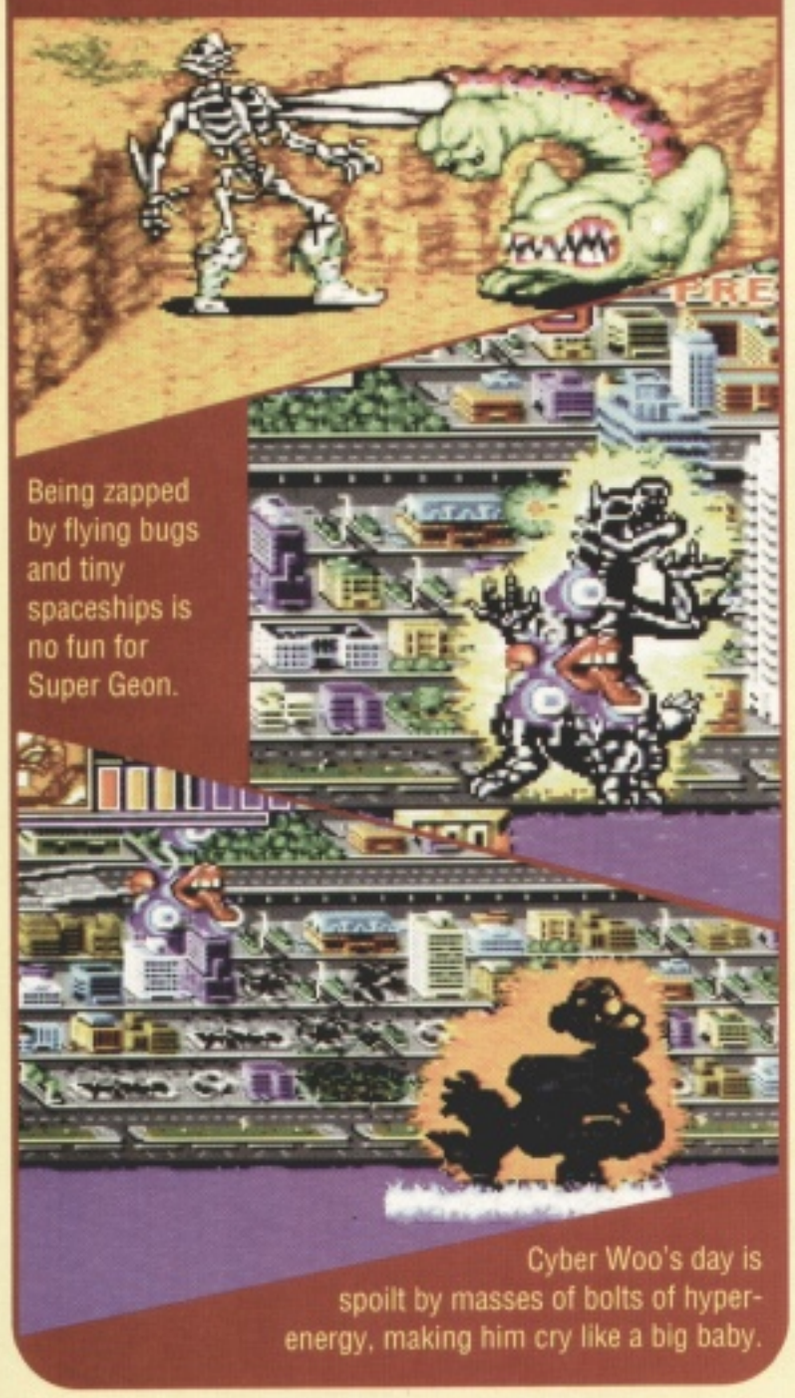
KING OF THE MONSTERS 2

The slime-head man unleashes atomic energy bolts, while gorilla-boy triumphs over fish-boy.

Atomic Guy pumps up his pecs by power-lifting any old small mountain.

SCRATCH ONE MONSTER

With heads at either end, Yama Mordon can poke you in the eye and bite your kneecaps simultaneously, which can result in much hurtage.



Being zapped by flying bugs and tiny spaceships is no fun for Super Geon.

Cyber Woo's day is spoilt by masses of bolts of hyper-energy, making him cry like a big baby.

GOOD, BAD OR UGLY?

They say that the intense bombings of WWII, combined with the cultural effects of being the only country ever to be nuked, explain the Japanese interest in the destruction of cities; and that the demons and monsters that permeate the Japanese media are metaphors for the increasing influence of a foreign Western culture. This may be so, but I think it's a shallow justification for adoring actors in rubber dinosaur suits and cute manga girlies who constantly flash their underwear at the audience.

King Of The Monsters 2 is sadly lacking in cute manga girlies, and also lacking in monsters – you've only got three to choose from, which seems a bit mean. The aim of the game is to take out all the other monsters who are even uglier than you (which is no mean feat). The wanton destruction of cities and landscapes is just incidental to this trash-fest. Mighty tower blocks and glorious bridges may buckle and fall, but it's all just extra points and power-ups to you.

The three options let you take on the monsters alone, gang up against them with a friend, or just beat the heck out of your mates. Needless to say, the one-on-one game's the most fun. The game plays like a wrestling game, with you having to waggle the D-pad to break holds, but playing a monster produces all sorts of odd goings-on. By charging up your power you can unleash various powerful attacks, and by winning the waggling contest you can take out your opponent in all manner of entertaining ways.

It's great fun but, ultimately, there's not enough of it. The novelty aspects of the three characters quickly wear off, and with only seven major baddies to tackle, you're going to complete it in no time. It's strictly short-term entertainment, although smacking-in Paris is more fun than you would believe.

● Cam Winstanley

GRAPHICS	SOUND	GAMEPLAY
88%	69%	78%
GAMELIFE	OVERALL SCORE:	
64%		74%

VERDICT: A suitably silly combat game that's bound to appeal to *Godzilla* fans. Although it's very enjoyable, the joke wears a bit thin all too quickly. It's sort of *Rampage* meets *SFII*, but nowhere near as much fun as either.

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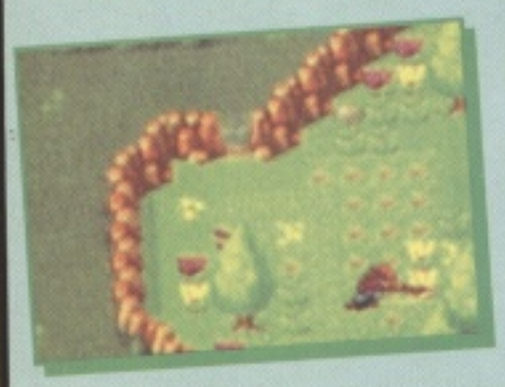

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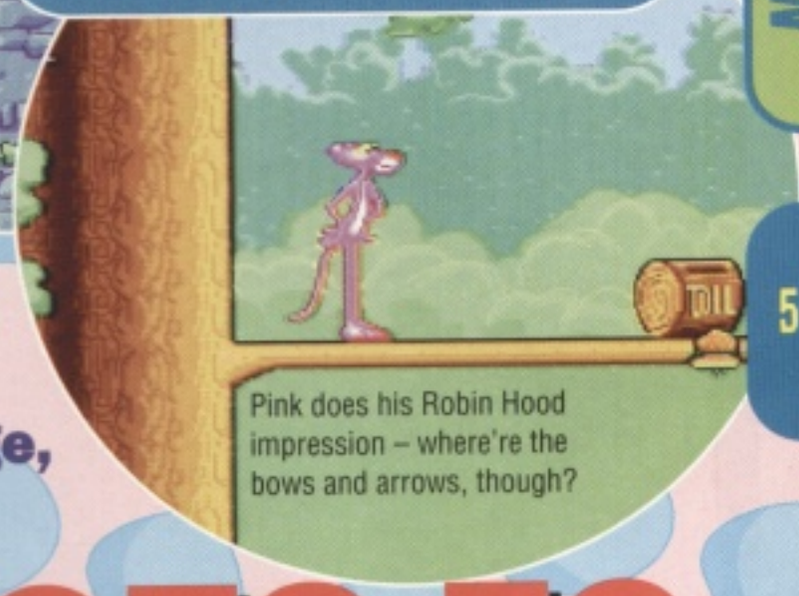
Inspector Clouseau's about to give Pinkie a short-back-and-sides, using the propeller of his plane.

'Just like that.' Pinkenstein's monster is an avid fan of the late Tommy Cooper.

US Release

Game: Pink Goes To Hollywood
Publisher: Tecmagik
Developer: In-house
Price: £44.99
Release: Out now
Players: 1
Cart ROM: 8 Mbit

Thanks to Zap, (0532) 590077, for the loan of this game.



Pink does his Robin Hood impression – where're the bows and arrows, though?

Sadly, there's no sign of the late, great Peter Sellers, but there *is* a large, and very pink, panther...

PINK GOES TO HOLLYWOOD

Peter Pan-ther (*Groan – Ed.*) flies through the air with the greatest of ease.

Pink Beard narrowly misses a close encounter with jaws?

RINKY DINK PANTHER

LIGHTS! CAMERA! ACTION!

Pink Goes To Hollywood is set over 14 levels, each of them a spoof of a well-known film or genre. There's Pinktergeist, Pinkenstein, Pinkin Hood, Pink Beard and even Pink On A Hot Tin Roof. Laugh? I nearly did.

Still, one of the game's more innovational features is the way the levels are structured. In the first stage (Honey I Shrunk The Pink), our hero must hunt high and low to find the entrances to all the other stages. This beats just progressing in a boring, linear fashion.

THAT'S SHOWBIZ!

Besides the standard 'run' button and head-stomp attack (a la *Mario*), Pink has lots of original offensive devices and techniques with which to clobber his enemies and elude his life-long nemesis, the indefatigable Inspector Clouseau. For starters, Pink's never-ending can of spray-paint does away with all harmful sprites. He can also pick up and use trick icons (such as dogs, TNT, jackhammers etc). All are useful to attack enemies at range, and all have a humorous and deadly outcome.

FAME TAKES ITS TOLL

To help Pink negotiate the various levels, coin-like toll icons have been carelessly left lying around. Each, when inserted into a toll machine, will either create a particular type of bridge or start one of the three unique modes of transport (umbrella, crane or magic carpet). These rapidly convey the pugnacious panther to another previously inaccessible part of the stage. Hurrah!

GOOD, BAD OR UGLY?

Prepare yourselves for a shock, readers, because – gasp! – not only does this reviewer actually quite like platform games, but – choke! – he also has nothing against the current spate of cartoon-licence platformers that have saturated the market. The fact is, the more platform games that get released, the larger the choice for us platform fans. And the larger the choice, the higher the standards. After all, it's not like you're being forced to buy or play every single platform game ever released, is it? You just pick out the ones that appeal to you the most. (*Can you get on with the review now, please? – Ed.*)

OK. Having said all that, *Pink Goes To Hollywood* does have its appealing aspects. The graphics, while hardly state-of-the-art, are crisp and occasionally well-animated (so at least it *looks* like the cartoon). The various stages – all pastiches of different movie genres – are large and atmospheric (if a bit sparse). The soundtrack is impressive enough (with each level harbouring its own appropriate toe-tapping variation of the classic Henry Mancini theme tune), and the gameplay itself has enough variations and innovations to lift *Pink* above the mediocrity that plagues this kind of licence.

That's the good news. Now for the bad news. There are no re-start points, no hidden bonuses to mention (although finding all the safe areas is a challenge) and there are a couple of really annoying flaws in the game mechanics (it's hard to avoid things when your sprite is a quarter of the screen tall, for example). And, although the initial difficulty level is set high, the 14 levels all come to an end much sooner than you'd like. And there's not that much to keep you coming back, either. In fact, this game has Sunsoft written all over it, and it wasn't even programmed by Sunsoft.

So *Pink Goes To Hollywood* isn't *Mario*. It's not *Super Ghouls 'n' Ghosts*. It's not *Super Star Wars*. It's not even *Plok!* But it *is* a competently-programmed, enjoyable, if flawed, trip down memory lane.

● Dan Jevons

GRAPHICS	SOUND	GAMEPLAY
79%	83%	81%
GAMELIFE	OVERALL SCORE:	76%
73%		

VERDICT: Dedicated *Panther* fans will be tickled pink (sorry). Others could do worse.

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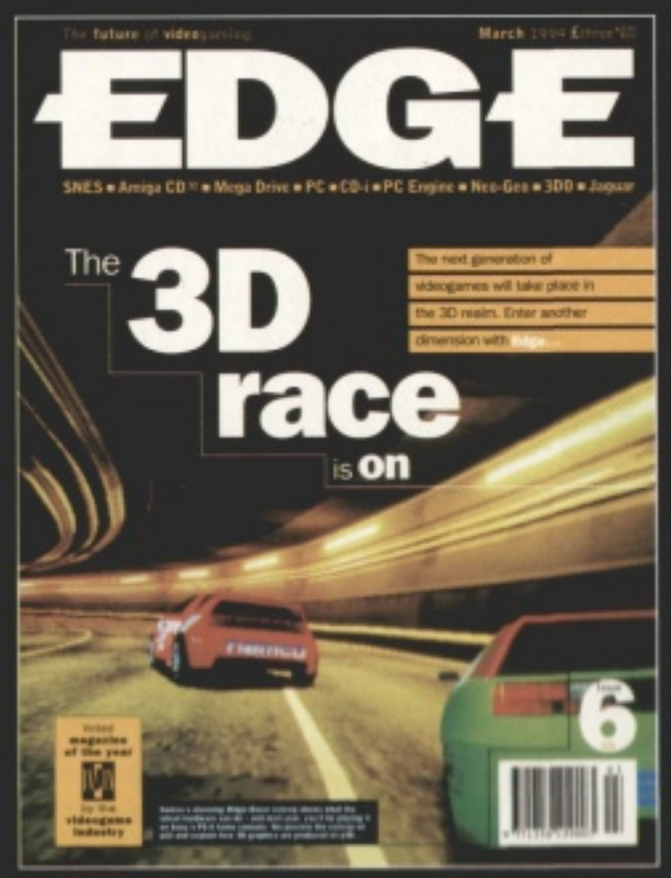
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SUPER PLAYER'S GUIDE

SONY IMAGESOFT (JAP/US/UK)

PART TWO

By Zy Nicholson

With thanks to John and Steve Pickford of Software Creations

Last month's tips should have given you enough new ideas to be able to see every puzzle from a host of different angles. That doesn't mean this game's a walk-over, though – the solutions are sneakier, the jumps are harder, the monsters are tougher, and you'll spend much of the time cursing at seemingly impossible rooms filled with spikes. Sure you want to carry on?

Atlena

A glance at our map for Atlena quickly reveals the required strategy. You need to collect seven blue Keys for the series of rooms on the right, then eight green Keys for the series of rooms on the left, otherwise you'll spend most of the time running about from one side of the dungeon to the other. Use your Keys economically, however – the island's many entrances mean that some gates don't need to be opened for you to reach all the Tokens.

An awful lot of timed jumps from moving blocks are required in Atlena, so save regularly whilst collecting Keys.

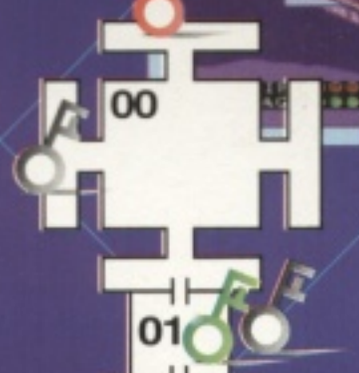
Room 10

This is one of the most frustrating rooms in the game, as you have to make seven successful consecutive jumps between platforms that move you in different directions. However, if you plan your route cleverly, then you can actually collect 12 Tokens without this Key, leaving you free to skip this room altogether. Hurrah and Huzza!

Room 19

The block you need to start with is this one – push it half-way between the two spikey clusters. Now go round to the other side of the tall column to jump and push the top block. As it lands, it slides onto the first block you moved. You can now push these two blocks out together and use them as steps to reach the Token.

You'll also notice on the map that a secret room (28) with a white Key exists inside another room (29) – you might have worked it out from the room numbering.



Atlena boss: Pincha

The top left-hand corner is still safe, but you have to be walking/pushing into it to be sure of avoiding Pincha's reach. Keep that D-pad held down when he approaches and you won't get killed, even though he seems to move over you.

Watch Pincha for a minute or so and you'll see that, amongst his many moves, he makes a fast scuttling circuit of the entire room. The best time to leave your corner is after he's completed his clockwise scuttle: keep shooting at the red eyes from the position indicated and you'll score a hit when he parts his claws. Then leg it back to the corner and repeat the process. You'll finally knock off one of his claws, and the other isn't far behind.

Quagmire

Again, you won't need many of the available Keys if you make use of all the surface entrances to the dungeons – Keys for the gates in rooms 08, 18, 23 and 30 are not necessary.

Room 0F

Use the sliding podium like a stepping stone – you will have to jump to the ledge as soon as possible if you want to jump back again.

Room 25

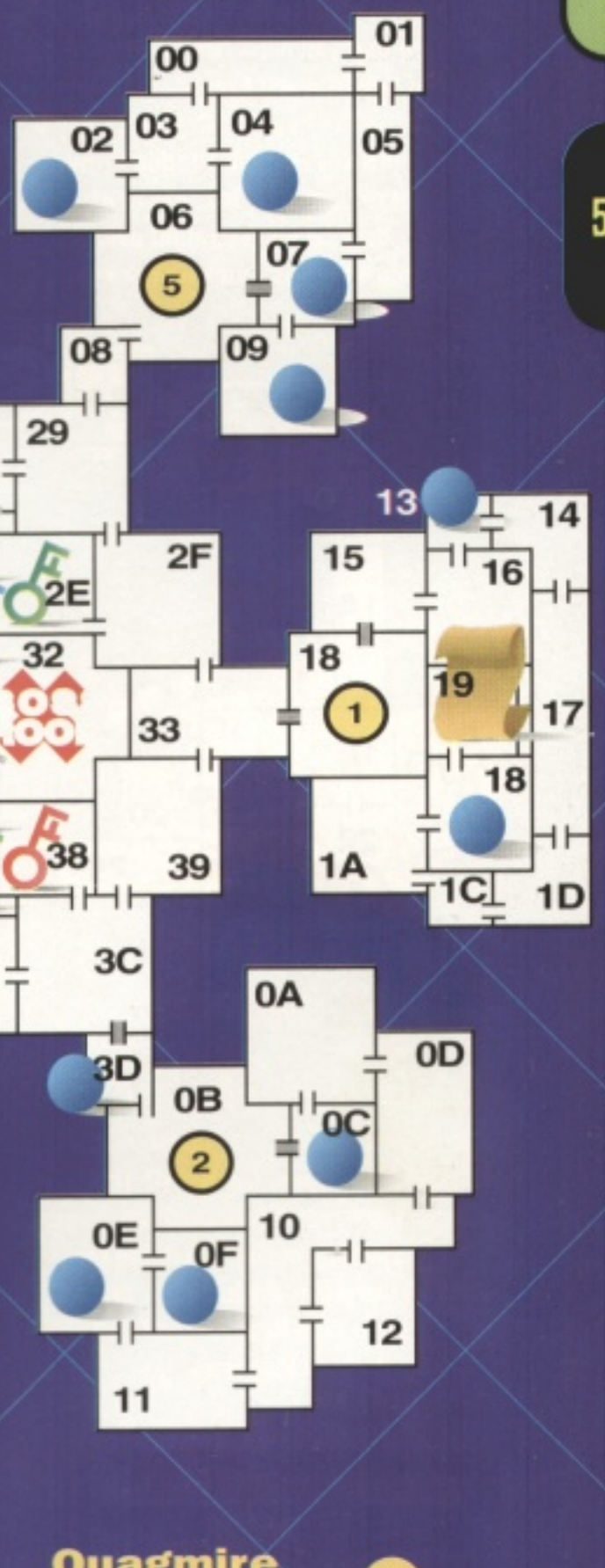
The stone in the top corner of the room will slide back and forth when you stand on it. Using this trick, guide the stone to force the ghost into the left-hand corner of the screen and jump off. Having trapped the ghost, you can push a block onto its head from the ledge above. Now go back down and return the sliding stone to its original corner, thus freeing the ghost again. You can now reach the Token by dropping from the ledge onto the block it carries on its head.

Rooms 07 & 20

See that Freeze Spell you've picked up? It also works on sliding blue portcullis gates. It's much easier than trying to jump through it at exactly the right nanosecond for the Token.

Room 0E

It's obscured by the perspective, but there's a block in the top corner that you can push down to reach the lily-flower ledge. From here, jump to the three-block ledge to the right.

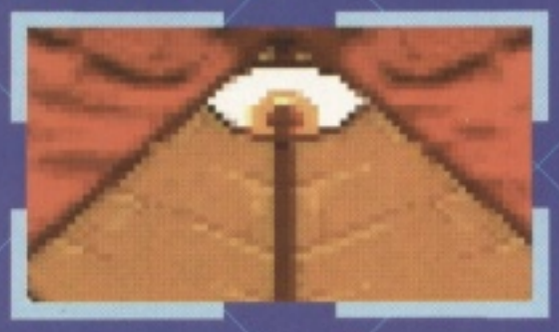


Quagmire boss: Dollop

Like Bonehead, Dollop becomes invulnerable for a short time and summons two minions to attack you. The trick here is to go in with a full bar of magic and the Zap Spell at the ready. Although you can take care of the first few yourself, you'll find that it's much easier to dispose of the white blobs with a quick Zap later on. Your Spells have no effect on any of the bosses, of course.

Apart from that, it's pretty much a case of pushing into the top left-hand corner (again!) and waiting for a gap in Dollop's routine that allows you to jump and hit him in the eyes.

Afralona



The bats on the surface take a frustrating amount of time to kill, so try to be frugal with your magic. Consult the map and you'll see that you need two of each colour of Key to reach Eyesis, and a green Key to get to the Keys in 1C. When you go for the white Key in room 10, don't return via the secret entrance in the wall of room 0F – instead jump straight over the spikes from where you pick up the Key.

Room 0B

Barrier, barrier, rise like a harrier... Stand on the uppermost sphere and wait for a second. It will rise into the air, whereupon you should jump off. You now have enough space to get underneath and reach the Token.

Room 29

Start off with the top sphere of the two at the bottom of the screen, pushing it left until it hits the spikes. Now go to the two blocks further up on the right and push both of them left. The top block can be pushed on top of the spikes, where it will slide across them and stop on top of the first sphere you moved. Got that?

Room 34

To reach the Scimitar, move the spheres to reach the right-hand corner. Leap to the uppermost block in that corner and wait for a second – the block will move diagonally across the room, whereupon you can clear the wall of invisible blocks.

Room 36

This isn't too tricky – just use Zap and the guard will turn into a Token. The Token will slide all the way down to land at your feet.

Room 40

There is a Token in this room, but it's hidden far above your head. Stand on the middle sphere of the three in this room and wait. After a few moments it will rise into the air, revealing a Token you can now reach with a straightforward jump.

Room 41

Okay, so you've killed the ghost, but the gate still won't open. Confused? That's because you haven't collected the Magic Potion, cunningly concealed in the far corner of the room. If you don't actually need a Potion then Heal yourself to full stamina before picking it up.

Room 48

Although it doesn't look possible, you can reach the Token by jumping from the small brown block in the middle and turning in mid-air.

Afralona boss: Eyesis

It's incredibly easy to smash this pyramid boss if you stick to the now-established routine. Wait in the upper left corner until it has stopped in the middle of the room and kicked out a couple of blue boulders. Get in two or three hits by jumping and throwing the Scimitar at the pyramid's eye. Then move back to your corner to wait for the next opportunity. And that's about it, I'm afraid.

The Galleon

Now you know why you need the Save Spell: once aboard, you can't get off! You'll have to ration your magic (and thus your Save Game Points) in the Galleon, but most monsters yield potions when destroyed.

Some of the blocks start to sink when you step on them. If you need to negotiate a series of them, it helps to have an auto-fire option selected on your joypad. Otherwise, expect plenty of trial and error before you manage to pull off the pixel-perfect leaps required.

Rooms 03 & 24

The solution to these rooms involves dropping blocks on the heads of monsters and using them to reach higher locations.

In 03, climb to the ledge with two barrels by jumping from the hidden blocks on the left.

Room 3C

Be quick – you have to hump from box to box to make it to this invisible block on the far side of the room.

Room 23

A nasty one, this, until you find out where all the hidden blocks are. We've cunningly revealed them for you.

Room 00

If you try to jump in this room then you'll get spiked from above. The easy solution is to stand on the first lift box and, as it rises, drop down onto the next box and keep walking without a pause. You'll promenade to the other side of the screen without a hitch.

Room 01

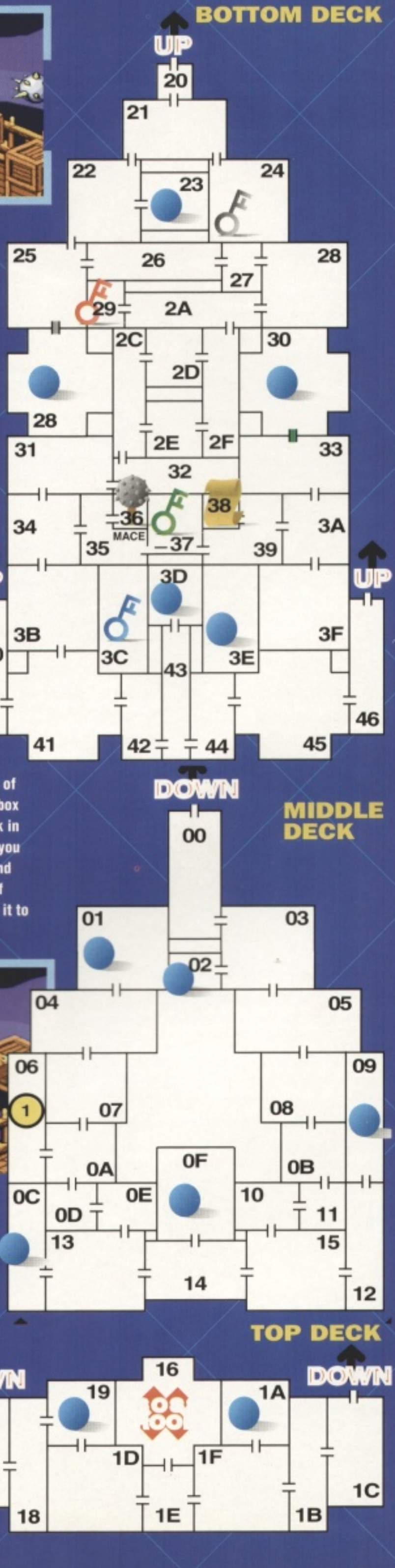
As soon as you enter, run over and catch the barrel on your head. Now carry it to the left-hand corner and nudge it onto the ledge, where it will be conveyed around the room. Voila! The Token is dislodged, and can be picked up from the floor.

Room 19

First, rush in and jump onto the row of boxes so that you catch the falling box on your head. Now walk to the block in the far corner and wait until it lifts you up, then drop onto the high ledge and keep moving until the block falls off behind you. Get on top of it and use it to jump to the Token.

Galleon boss: Billy Bones

Use the Save Spell just before entering the Boss Room, as you won't need any more magic on this level. The same old corners on the left-hand side will help you out, although Billy's a bit faster than previous bosses. Arm yourself with Maces and you can take out the cannonballs before they come close. Billy can only be hit from behind, so a little bit of courage is needed to run around behind him and blast away.



Ice Palace

This is the spikiest dungeon you've ever seen, so make use of the abundance of potions and save regularly (the only entrance is miles away from the other rooms). Most of the problems you'll encounter involve perfect jumps, invisible blocks and melting ice cubes. Typically, by the time you reach the Unlock Spell you'll already have found most of the Keys in the game. The Reveal Spell costs a lot of magic and isn't as handy as it looks – but that's where we come in, of course...

Room 06

Make a cornering jump from one of the small flat ledges into the big open corner area surrounded by spikes. Now go to the edge and jump up onto the spikes, where this sneaky hidden block will appear beneath you. Cruel, isn't it?

Room 52

It looks completely obvious at first, but those two blocks just won't be pushed to where you want them to go! The devious secret of the room is this hidden block, as you actually have to jump on the spikes to make it appear. The Double Sword is in the room behind it (see map), but in all honesty you're better off sticking with the Mace.

Room 1A

You may have found the lift, but it's this hidden block to the right which enables you to reach the Token.

Room 20

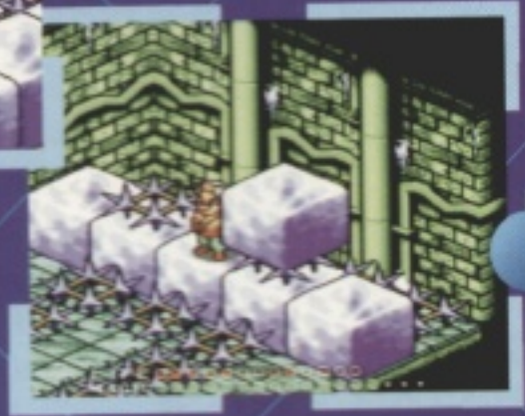
This sort of thing should be second nature by now. Jump and push the column and eventually it'll start splitting into blocks, which you can manipulate into a staircase to reach the top.

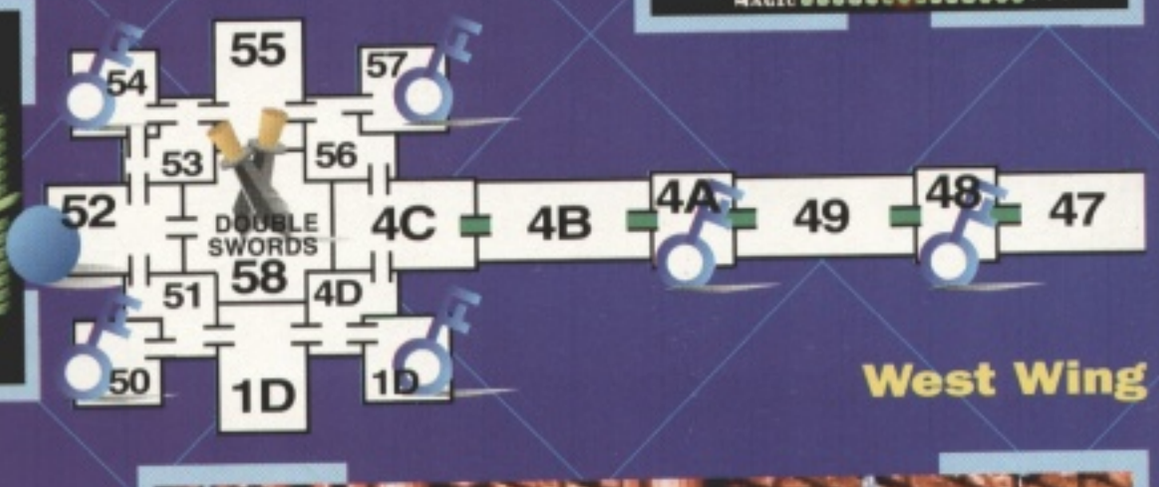
Room 5C

Another room where you have to be quick upon entering. Dash to the rolling ice-cube, but be careful not to hit the spikes. As it rolls in front of you, use it to initiate a series of jumps leading up to the Key.

Room 37

Move the podium to the left by half a length before pushing it onto the spikes (you need to be very quick if you want to jump on it before it rolls away). It will catch on the middle block, allowing you to collect the Token. Now push it out further to the left to free it completely and jump on it again to reach the other side.





West Wing

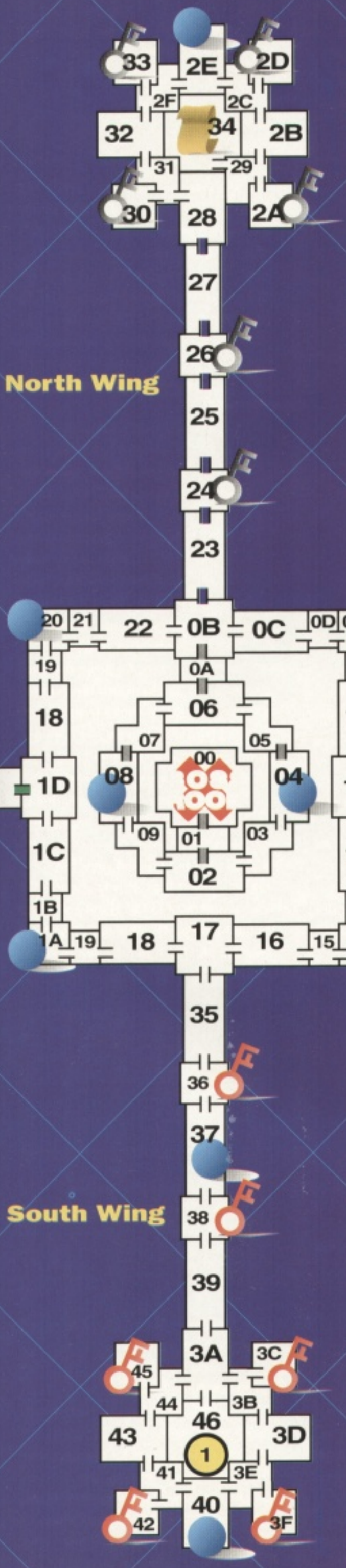
Rooms 48 & 4A

Both of these puzzles look tricky at first, but that's because you're looking at them from the wrong side. What you need to do is leave the room via the opposite gate, then come back in. Both of them can be solved by just running in and pushing the nearest block forward, making steps to reach the Key on the ledge in both rooms.

Rooms 5F to 60

The exits in both of these rooms will be blocked off if you hang about too long. To get from Room 5F to Room 60, the trick is to go into 5E and then come out again. You still need to leg it to the door pretty sharpish, mind.

You won't beat the cube in Room 60 if you follow its path: the trick lies in this hidden block, which allows you to take a short-cut to the exit.



Ice Palace boss: Sonia

Again, save before you enter this room. You'll need more than a few attempts to get the hang of Sonia.

Her basic attack is to materialise in one of four different locations, then either charge forwards or fire off two pulsating poison clouds. These clouds will float high and you need to keep an eye on their shadows to pinpoint them. Immune to Zap magic, the clouds continue to bounce around until you shoot them or Sonia charges through them. They're very annoying, to say the least.

Your routine with Sonia should be to anticipate her materialisation (she's translucent for a couple of seconds), then to jump and fire at her eyes with a fast weapon (the Mace is a good choice again), aiming for the weapon to hit her just as she bends forward with arms outstretched. Use the time you gain by damaging her to get clear to one side. Strafe any of those blasted clouds floating around, and get ready to repeat the process.

TELEPORTING

Once you complete Quagmire you'll have all five strings for your Harp, so head back to Galadonia and make your way to the small sand-bank just off the shore. Play your Harp on the teleport square there and you'll be transported to the island of Afralona.

Once you've completed Afralona, make your way back through its dungeon to Exit 1. You'll surface on a small island just off the coast, where another teleport awaits. A quick strum of the Harp here will take you to an isolated peninsular, where the Galleon is docked. Once aboard, you won't be able to return to any previous location.

SHADOWRUN

SUPER PLAYER'S GUIDE
DATA EAST (JAP/US/UK)

By Sean O'Brien

You want a massive, in-depth Super Player's Guide to the huge, and very playable, adventure puzzle game *Shadowrun*? Well, now you've got it, courtesy of our friend Sean, who played the game to death and then wrote reams and reams of top tips and information (with a little help from his Dad, apparently). At last, an end to those desperate phone calls from lost souls and aspiring deckers who have been gnawing their joypads in frustration...

MISSION OBJECTIVE

The adventure starts with you falling out of a drawer in the city morgue in the year 2050. You were assumed dead and had been filed away for later investigation (and possible dissection). You are groggy and find that you know nothing about yourself (you also have amnesia). All you have in your possession is a matchbox with a Wastelands Club logo on the back. Your mission (should you decide to accept it) is to find out who you are and to save the world from technocratic baddies.

There are hundreds (well, nearly) of opportunities for you to save your progress, and the key to your success will be saving periodically. Talk to people whenever you can – this will add words to your vocabulary! The following solution makes reference to the minimum keywords necessary for you to complete the adventure.

THE MORGUE

Examine the slab and you find out that you are called Armitage J – a note falls out and it refers to a warehouse. Find a Scalpel (you will need this later to open crypt doors). Now go to the fridge nearest the exit door, where you will find a Slap Patch. This is a healing patch and you will need this later to heal a dying Indian who gives you something useful in return. Leave the morgue – don't worry about the attendants yet – you will be coming back to get some stuff later.

FINDING YOUR APARTMENT

As soon as you leave the morgue a man wanders past you. Talk to him – he will give you a little more background as well as a few words to add to your vocabulary, ie Firearms and Hitman. Cross the road to the park and let the little dog out by the broken gate. He will drop his collar – collect it and this will contribute toward pleasing your God.

Walk around the park with the fountain until you get to a road directly opposite the morgue. You should pass a man reading a newspaper on your left. Enter the red building on the left. A man is lying injured on the floor in the first room and, if you examine him, a key falls out of his pockets. It is the key to your apartment!

When you leave the building turn left, then immediately left again through the gap between the building you have just been in and the railway station in front of you. Keep going and enter the nearest doorway. You room is the third on the right.

There is a message from Drake telling you to cancel your run and hand over the files. You can't because (as you will later discover) they are in your head. In your room you will find some money and some shades. Wear the shades. Apart from helping you look cool, they are necessary for you to go back to the morgue without scaring the attendants away. A ripped note on your desk gives you Sassie's phone number. Save your progress by going to sleep. This also restores all your body points.

GETTING A WEAPON

It is pretty annoying being shot at without being able to shoot back. Now it's your chance for revenge. Leave your apartment block and turn right at the exit. Get back to the park by the fountain. Walk past the morgue steps, then go south west to the next screen. Go down the ramp opposite the building with the double doors. The guy you spoke to earlier can be seen running down an alley. He's about to be killed. You can't and shouldn't try to stop this happening.

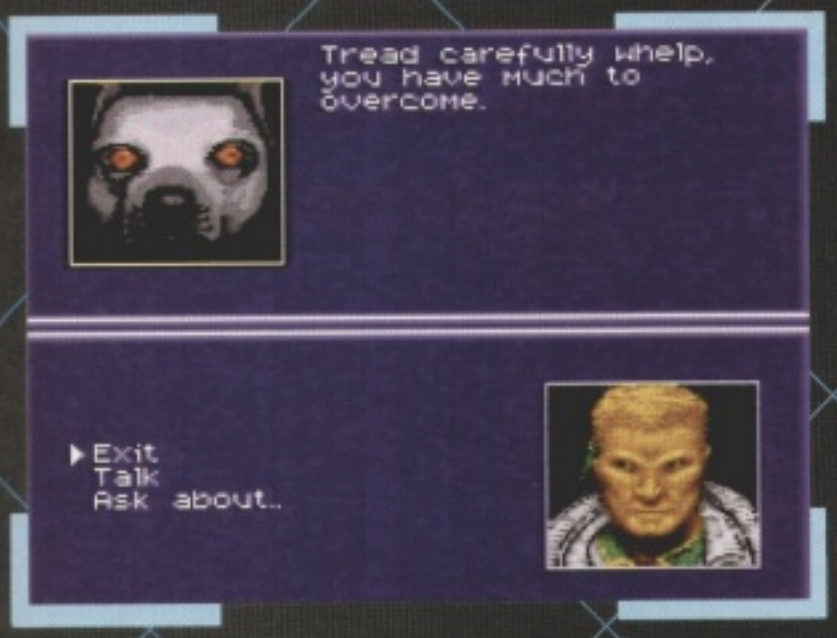
Wait until the dirty deed is done and then arm yourself with his Beretta pistol and then shoot his murderer. It's a good idea to take and wear the leather jacket too – this is armour. Go north west (still in the alley) and speak to your Dog Spirit – this adds Dog to your vocab. The Dog tells you to seek out three items of his favour and then seek his shrine. Now go back to your apartment for a rest!

You're going to need plenty of money... at least 500 nuyen. If you're a fast talker you might **negotiate** your way to something better.
Exit
Talk
Ask about..

MONEY/KARMA TRICK

Next to your room there is another with two access doors. There is usually a bit of swag and karma to be had here and it's a good way of upping your purchasing power quite quickly. In any case you will need to have 150 nuyen to buy an ID badge next. It is a good idea to spend your karma on increasing your

energy bar – this will reduce your need for naps! Another good strategy is to increase your firearms skill so your shots are more effective. It is fairly tedious (but an entirely useful) idea to spend about 10-15 minutes doing this so that you are a more competent fighter for the next stages!



LONESTAR ID BADGE

This next section is a bit long-winded, but it will add considerably to your vocabulary and get you a useful ID badge. Find your way back to where you got your gun. Go in the building at the top of the screen (with the double corner doors). A secretary is behind the second door, but she will not stop you from borrowing the cyberdeck computer on the far desk.

Go next door and get the paperweight, then leave the building. Turn right and go into the club with a neon light outside. The Grim Reaper is a pretty sad place, but is home for mercenaries who you can hire and it's a good place to add to your vocab. The grey suit gives you Heal and Street Doc. Give your iced tea to the green suit and he gives you the vocab: Tickets, Maria, Grinder and Lonestar. Asking the grey suit about Street Doc makes you realise that you have a datajack in your head. This is not all bad news (as you will find out later).

Leave the club and walk back towards your apartment. Enter the first red building on the left. Ask the man behind the second door about Lonestar and he offers you an ID badge – it's yours for 150 nuyen. Don't forget to use it. Ask about shadowrunners and you can get hiring and then negotiate. Leave the building, then go south east and then north east back to your apartment for a well-earned rest!

CREDSTICK AND MARIA MERCURIAL CONCERT TICKETS

Go back to the morgue – this time you don't scare the attendants. Asking about Grinder yields tickets to the Maria Mercurial Concert (a sad event!). The other cabinet hides your credstick – a kind of phonecard! Leave the morgue and make your way to the aptly named Grim Reaper, but don't go in. Walk up the road a bit and you will meet a young lady. After discussing the Maria Mercurial Concert she adds Cage to your vocab. Follow her into the Cage and use the videophone in the foyer. Call Sassie, she'll give you Glutman's number and informs you that your name is Jake and that she has ditched you for someone else! (DO NOT CALL GLUTMAN YET!).

The monkey/bouncer should let you through into the concert now that you have tickets. The punk in white gives you Ghoul. Leave the club and go to the cemetery with the gates where you met the lady. One of the ghouls in the graveyard leaves a ghoul bone when he's been shot – this is needed to please your God. One of the crypts has the aforementioned poorly Indian in situ. Make him better with the Slap Patch and he will add the words Shaman and Magic Fetish! I hope you are remembering to save your progress! You will need to use the little trick with the rooms if you don't have 500 nuyen yet – you are going to need this to hire Hamfist to hack into a computer for you.

FINISHING THE FIRST LEVEL

You have nearly finished the first level – all that remains is to hack into a computer and then meet Glutman.

Hamfist is purple and can be found in the Grim Reaper. He is your friendly hacker. The computer can be found in the building south east of the club with the doors opening on to a street corner. The second door on the right hides the computer and Hamfist can be examined to expose his cyberdeck! Use it on the computer and you will get some data and 1,000 new yen. One correct route is: R, R, U, R, U, U, R, R, R, D, R, D, R, A, D, D, D, A, X. After this success, go to the Cage. Use the videophone to call Glutman. His secretary tells you that he is already there! The green suit next to the band is Glutman. He will lead you away to the next stage.

(The first thing to do at the next stage is to save your progress.)

GETTING OUT OF THE CARYARD

The first person you meet will give you the vocab Caryards and King. You can't get out until you have 4,000 nuyen, unless you acquire the skill of negotiation. The money is fairly easy to get by fighting in the arena. I hope you have upped your body points to around 50 and your firearms skill to 6 or 7 – it will make the next bit easier. Asking the Arena manager about negotiation will give you this power. It costs 1,000

Business Man

nuyen but is worth it as shadowrunners will cost you less later on.

There is also a little less trying, but more time consuming, option here. You can always go into the quadrangle section to take out a few thugs for karma and nuyen.

You should also add to your vocabulary here with Decker, Datajack, The Matrix, Nuyen and Drake. Don't be too greedy (yet) but get around 15,000 nuyen if you can! Pay the King and explore!

Go south west then north west past two ladies. There are two shops at the top of the street; the one on the left is a magic shop – you don't need to buy anything yet but the proprietor will give you his phone number and the word Talisman for free (you need this later). The other is a gunshop and (if you can afford it) you

should upgrade your weapon (Warhawk pistol?) and armour (wire mesh jacket?). Go back to the caryard for more nuyen and an opportunity to save your progress. Steer clear of the Troll Decker.

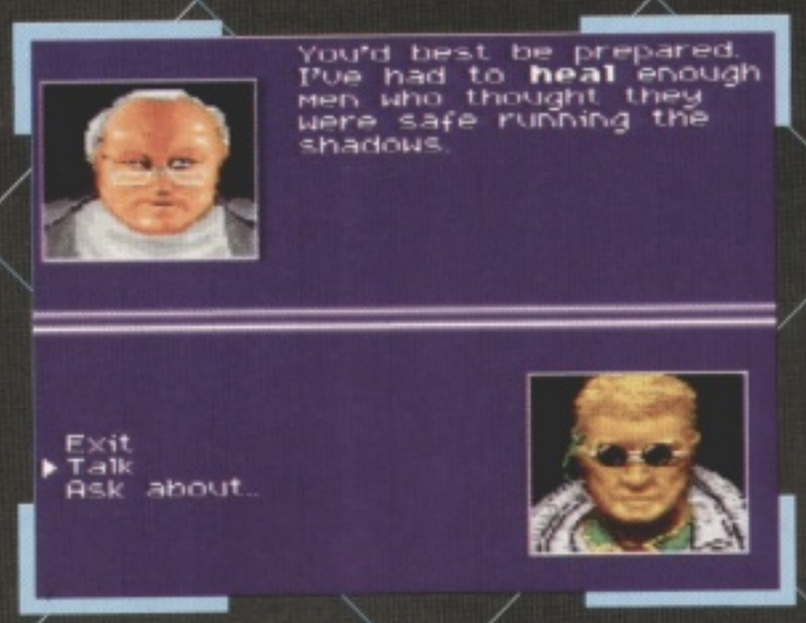
METRO TO THE CITY

A quick visit to the Sputnik Club outside the caryard tells you about the local Street Doc. Don't follow that up yet. First go in the metro. You have a choice of destinations here. Go straight ahead in the metro – don't turn right yet. You'll arrive at Daley Station. Kill the welcoming party and collect the iron key. It's the gate key to the Rust Stiletto gang hideout. There is another bed here to save you having to travel for a kip. It costs 50 nuyen but saves valuable time.

Turn right out of the station, then go straight across the crossroads and follow the road round to the right. The hotel is half way up on the right. Now to sort out the stiletto gang.

THE RUST STILETTOES

Go back to the crossroads and take a left to a dead end – watch out for the thugs! Forget about the grenade in the



road – it'll blow your head off! After you finish off the thugs, open the door with the iron key you found. There are more thugs inside. If you have the funds it might be a good idea to hire a mercenary or two (from the Wastelands club at the bottom of the road). Don't forget to pick up the crowbar – you will need that later on to open a door on a rusting hulk!

When you kill the leader he will leave a computer password. The Jagged Nails club is next to your hotel and costs 50 nuyen to enter. You will only be allowed in after you have finished off the Rust Stilettoes. Inside the club you will find a foxy lady called Kitsune. She was the one that saved your life in the opening scene.

Kitsune will talk to you (after you have got her name from the club manager) and give you some enchanted leaves in response to Dog. This is the final part of items required for the spell Heal (Leaves, Ghoul Bone and Dog Collar). Now it's time you sorted out the datajack in your head.

CORTEX BOMB

Ed's Patch 'n' fix can be found in

Oldtown. Ed will give you an examination for 500 nuyen. Asking about examination starts an animation sequence and Ed inadvertently starts off a Cortex Bomb in your head. You have 30 hours (a few minutes in reality) before it goes off. Ask about Street Doc and he tells you about Dr Mabelthorpe. Asking about the bomb gives you the 500 nuyen back!

Go back to Daley Street Station and turn left across the road, then follow the path to the market square. Enter the door of the building to your left. Talk to the secretary about Cortex Bomb and Mabelthorpe will fix your headache for 2,000 nuyen. He will also give you the vocab Cyberware and offer you Skillsoft and Boosted Reflexes. The former is leadership, which means that shadowrunners stay with you for longer and it costs 3,000, whilst the latter allows you to shoot faster and costs 15,000. It must occur to you by now that the solution to the world's problem is a computer program inside your head. Remember to keep saving your progress!

THE DOCKS

The docks can be found by standing at the crossroads between the hotel and Daley Street Station. Take the road on

the right and then turn right again. Your Dog Spirit, H'oochin-ikwa, can be found inside the warehouses with the blue circle on the floor. He will give you the Heal Spell and tell you that your next task is to destroy the Rat Shaman. Pop next door and log into the computer. A successful route is: R, R, A, R, R, R, A, R, R, U, A, D, D, D, A, X. Save and then it's on to the cemetery.

THE RAT SHAMAN

The path to the cemetery is found opposite the station at the bottom. The gate is open. You need lots of energy (and Heal magic) for this bit. Kill all of the rats and the Rat Shaman. You will then get the vocab Jester and Jester Spirit as well as 3,000 nuyen. Go back to the Jagged Nails Club after saving your progress.

DARK BLADE CLUB

Talk to Kitsune about Jester spirit and she will give you Dark Blade and

subsequently Vampires. The club manager tells you about strobes when asked about vampires and his sidekick at the other bar will give you their old set. Use the videophone to call the Talisman and ask him about Dark Blade. This gets you their number. He also tells you (in response to vampires) that you need a stake of wood. (This is for sale in the magic shop at Oldtown.)

Call the Dark Blade club and ask about magic fetish – this ensures that the door is left open for you. Save your position and upgrade your magic if possible before buying the stake. The Club is just up from the docks.

Vladimir runs through a wall after a couple of shots and leaves his two computers available for interrogation. A correct route for the computer on the right is R, A, U, U, B, U, U, U, U, A, D, D, D, D, D, D, D, B, D, D, B, D, D, A, X. This will give you 10,000 nuyen. The computer on the left gives you a datafile which tells you that the Jester's name is not Nirwanda, but does not give you his real name. A correct path through the matrix is: R, D, L, A, R, D, B, D, D, A, U, U, U, R, R, R, ?, ?, ?.

The dining room has a bronze key hidden in the third cupboard from the end. This is the key to the bronze gate that prevents you from finding Vladimir. Re-enter the computer room and kill off the baddies. You get five karma points.

If you haven't had a chance to upgrade your firepower yet then take the opportunity now. There is a gunshop adjacent to the club which, although fairly low on stock at the moment, does improve as the adventure progresses.

Go back and save before you come back again to tackle the vampire. The gate to Vladimir is behind a wall in the kitchen. Unlock it and go to the cellar.

THE CELLAR

The ghouls are a bit tricky and a good tip is to run past them by keeping them on your right. When you enter the cellar climb back up the stairs, two or three steps. This prevents the ghouls from getting at you.

Select the vampire and talk to him after you have used the strobe. He claims that the Jester is called Nirwanda – you know different. After he has been stabbed a couple of times with the stake he gives in and tells you his real name: Laughlyn. He also tells you that he can be found in Bremerton. Killing him gives you 4 karma points and 5,000 nuyen.

A neat trick for upping your karma is to keep killing the ghouls, leave and re-enter, then kill the ghouls again. As long as you stay at the top of the steps each time you will be safe. You get two or three karma for each time.

BREMERTON

Save your progress before making your way to the docks. Your Dog Spirit will give you the Powerball Spell but it is not really worth spending your karma on this! He also tells you that you need the residue of two sea creatures for the Freeze Spell – now this is worth having.

The orc blocking entry to the boatman leaves explosives behind when killed. These are essential for later. The boatman gives you Docks. Bremerton gives you Mermaids.

On to the Wastelands Club now. The barman will give you Ice. A grey suit at the bottom of the stairs responds to Ice by offering to deliver some to the docks for 100 nuyen. If you have the cash it might be a good idea to hire some muscle for the next bit. The boatman now takes you to the Bremerton for 1,000 nuyen. Get 2,000 nuyen from the computer in a warehouse in the docks. A correct route is: R, R, B, U, U, U, R, R, R, B, R, D, D, R, A, D, D, D, R, A, X.

THE BOAT

Turn left past the hole and climb up the ladder then turn back on yourself. Kill the baddies (the dog too) and pick up the tag. Go through the second door on the right (you will need the crowbar to open the door). Shoot the poison ooze and operate the switch to open the door at the bottom of the stairs. Go through the door and up the first set of stairs. Follow the path and you will find a safe key that opens the safe at the very bottom. A detonator is in the safe which, when combined with the explosives, makes a time bomb.

Go back to where you went up the stairs and go straight across. You will arrive at a crossroads and should go straight across again. The poison ooze turns to toxic water and will be collected later. Walk past it to the bottom door. Keep going down. There is a switch by the third doorway: it closes an airlock. Go back up one flight and switch open the water hatch. This drowns the occupants in the bottom room: some very heavy dudes!

Close the water hatch then go back down and switch open the airlock. When you enter the room there are four bodies inside and a closed safe. Leave the time bomb before leaving the room. When you go back in the safe is cracked and you can get to its contents – a green bottle with some handy slimy toxic waste dissolver.

Go back past the toxic water to the crossroads. Turn right, then left into the doorway. Follow the corridor to the junction and go straight past and down the stairs before turning left. Operate the switch to open the door. There is a pool of water here.

Walk round the gallery through the next door and use the green bottle to dissolve the toxic beasts. Operate the two switches to disarm the booby-trapped room and open the door. Go through the portal and kill the naga. Go back and save your progress. You can buy blue and purple potion bottles and a black bottle in the magic shop at Oldtown – you'll need 9,000 nuyen. Now for a trip back to the start!

10TH STREET

Take the monorail back to 10th Street Station. The door opens now and you can save your progress in your own apartment.

Go to the fountain outside the morgue and use the potion bottles to collect pure water. If you need a break from thinking for a while, you might like to use the trick with the rooms adjacent to your apartment to top up your karma. Another good ruse is to go back to the caryards arena to top up with cash and karma. On you way back to the docks pop in on your Dog Spirit – he gives you summon Spirit Spell – another one that is not really worth wasting your karma on. He also tells you that to summon invisibility (something that is essential to possess), you will need water of a clean and unclean source. (You already have the clean water and the toxic water is waiting to be collected!).

THE OCTOPUS

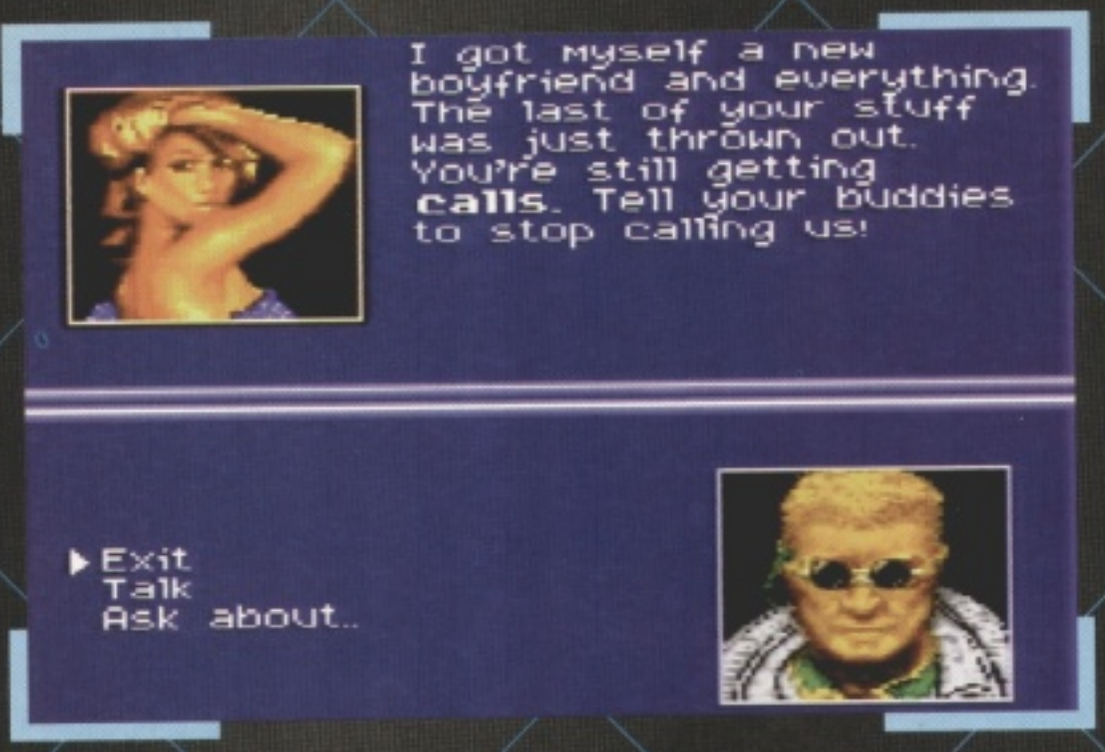
There is a jetty close to your spirit with mermaid scales on – you need this for the Armour Spell later. Go right at the end of the docks. Past the warehouse with the Dog Spirit is another warehouse with Sassie in. It is not really Sassie but a deadly octopus. Kill this and it will leave ink for the black bottle, 2,000 nuyen and three karma points. The Dog Spirit will reward you with an effective Freeze Spell. Use your karma to make this spell as powerful as you can.

THE JESTER SPIRIT

I hope that you have topped up your energy for this bit. You're going back to finish off the Jester. Get to the junction with the stairs back on the boat. Collect the toxic waste in the potion bottles, before finding your way back to where you killed the naga. This now means that you can collect the spell invisibility when you next see the Dog Spirit.

Go around the outside path of the naga. Don't try to kill the Jester – your attempts will be futile. Do shoot at him, though, until he speaks to you. Then speak to him about Laughlyn and he'll die, leaving seven karma points. Ask about Drake and he gives you Volcano. Pick up the Jester Spirit and wait for the portal to drop – it's a shortcut back to the docks.

See the Dog for the Invisibility Spell. It also tells you that you now need the scales of a warm- and cold-blooded creature to use as armour. You already have the warm mermaid scales. Save now before going to the Drake building. If you are still having trouble in the arena then go back with your new Invisibility Spell – they are easy meat now!


I got myself a new boyfriend and everything. The last of your stuff was just thrown out. You're still getting calls. Tell your buddies to stop calling us!
Exit
Talk
Ask about..

DRAKE BUILDING: GROUND AND SECOND FLOORS

If you can afford it, hire some shadowrunners to help you with the next section. Make sure that you have good computing skills too. Log on to the computer in the foyer to activate the lift. You already have the password. A correct path is: R, R, R, B, R, R, R, B, R, R, R, B, R, B, R, A, X.

Take the left-hand elevator to the second level. Watch out for the thugs when you leave the elevator! There are two computers on this level that can be accessed. An elevator computer solution is: U, U, U, U, B, U, U, R, A, L, B, U, U, B, L, A, R, R, A, L, D, D,D, D, D, D, D, R, R, B, R, R, R, B, R, B, D, B, D, A, X. This is the closest one. The other, in the corner of the room, gets a file fragment and 8,000 nuyen: R, D, D, B, D, D, B, D, D, A, R, B, R, A, R, R, A, L, L, L, L, B, L, L, A, B, L, L, A, X. If you have good support you can continue up. Otherwise, go back to the hotel to charge up your batteries.

DRAKE BUILDING: THIRD AND FOURTH FLOORS

The computer near the drawing board has another file fragment and a path is: D, B, R, D, D, B, D, D, D, D, B, A, L, B, L, B, A, R, R, R, U, U, U, U, U, U, U, R, D, D, R, R, B, R, A, L, L, L, L, D, B, D, D, A, X. The next computer is nearest the down elevator and activates the next floor elevator: U, L, B, U, U, U, B, U, U, B, A, B, L, A, R, D, D, D, D, D, D, D, D, R, U, U, B, U, U, U, B, R, R, B, R, A, L, L, L, D, D, D, D, D, D, D, B, D, D, D, D, B, L, A, X.

The final computer on this level contains nothing at all, but for completeness a path is included: R, U, U, U, B, U, U, U, L, L, L, L, A, B, L, L, A, R, R, R, R, R, R, D, D, D, D, D, D, D, D, B, D, D, B, D, B, R, B, R, R, A, U, M, B, R, A, L, L, D, L, L, L, U, U, U, U, U, U, R, R, R, B, R, D, B, D, A, U, U, R, B, U, U, B, U, A, X.

The fourth floor has two computers. The one in the right-hand corner activates the elevator. Here's a safe path: U, U, U, U, B, U, U, R, A, L, B, U, U, R, A, L, B, L, A, R, D, D, D, D, D, D, D, R, D, D, R, R, R, R, B, R, A, X. The computer opposite the elevator contains fragment three of the four and a safe path follows: R, U, U, U, B, U, L, B, L, B, L, L, A, B, L, L, A, R, R, R, R, R, R, D, D, D, D, D, D, B, D, D, B, D, B, R, R, R, A, U, B, R, R, A, L, L, D, L, L, L, U, U, U, U, U, U, R, R, R, B, R, D, B, D, A, U, U, R, B, U, U, B, U, A, X. Go home and save, before taking on...

DRAKE BUILDING: FIFTH AND SIXTH FLOORS

There are two computers on the fifth floor. The one nearest the elevator activates the elevator to the sixth and final floor of this building. The other gives you the rest of the data file fragments and 10,000 nuyen. A safe path through the former follows: U, L, B, U, U, U, B, U, U, B, U, U, B, U, A, B, L, A, R, D, D, D, D, D, D, D, D, R, U, U, B, U, U, B, R, R, B, R, A, L, L, L, D, D, D, D, D, D, D, D, B, D, D, D, D, B, L, A, X.

The second computer has a safe path too: D, B, R, D, D, B, D, D, D, D, B, D, A, L, B, L, B, L, A, R, R, R, U, U, U, U, U, U, U, R, R, R, R, B, R, B, D, A, U, L, L, L, L, L, D, D, D, B, D, D, A, X. You get dosh and Drake's videophone number in Datafile Volcano. Datafile Matrix also introduces Aneki (Drake's boss).

The final floor has only one computer, which activates the elevator to the roof. A safe path is: R, R, R, B, R, R, R, B, R, R, R, B, R, B, R, A, X. The two sentry guns waiting for you can be difficult, unless you are invisible. If you talk to the pilot about volcano he will fly you to the volcano. It's best to restore all lost energy before you proceed.

THE VOLCANO SUB-LEVELS 0 AND 1

Videophone Drake before you visit him and rub his nose in it! You'll need a partial body suit. You arrive at the volcano at sub-level 0. Walk round to the elevator door, which will take you to sub-level 1. The first room on the left contains an unaccessible computer. There are two other rooms with computers, both are accessible. One has a little maze with the following safe passage: R, R, B, R, R, B, R, R, R, R, R, R, B, R, B, R, R, A, L, L, L, L, L, L, L, B, D, D, B, D, A, X. It doesn't do anything. The other activates the next level lift (and set off an alarm): U, L, B, U, U, U, B, U, U, B, U, U, B, U, A, B, L, A, R, D, D, D, D, D, D, D, R, U, U, B, U, U, U, B, R, R, B, R, A, L, L, L, D, D, D, D, D, D,D, D, B, D, D, D, D, B, L, A, X. Now go back to the pilot and ask him about Drake, to get back and save.

THE VOLCANO SUB-LEVELS 2 AND 3

Sub-level 2 has two computers; one has nothing in it: R, D, D, B, D, D, B, D, D, A, R, R, B, R, D, A, R, R, R, D, A, L, L, L, L, L, B, L, L, D, A, L, B, L, L, D, A, R, R, R, R, R, U, U, U, U, U, U, R, R, R, R, R, B, R, B, R, R, R, R, U, B, U, A, X. The other modifies the next sub-level door program: R, R, B, R, R, B, R, R, R, R, R, R, B, R, B, R, R, A, L, L, L, L, L, L, D, B, D, D, B, D, A, X.

The next level has five computers. The first gives you 25,000 nuyen: U, U, B, U, U, U, U, L, L, B, L, B, D, D, D, D, B, D, B, D, D, L, L, L, L, L, B, L, A, R, R, R, R, R, R, U, U, U, U, U, U, U, R, R, R, R, R, R, B, U, U, U, R, R, R, B, U, A, D, L, L, L, L, L, D, A, U, U, A, L, L, B, L, A, D, D, A, X. The next gives you access to a super-shadowrunner, Akimi: R, D, L, A, R, D, B, D, D, A, U, U, U, U, R, R, B, R, R, R, A, X. The third gives you 5,000 nuyen: R, B, D, D, B, D, D, B, D, D, A, U, U, U, U, U, U, U, U, B, U, U, U, U, A, X. The fourth gives you 12,000 nuyen: R, R, B, R, R, R, B, R, R, B, R, A, D, A, X. The last modifies the next level door program: L, D, B, D, B, D, B, D, B, D, D, D, D, D, D, D, B, D, D, D, D, D, R, A, U, U, U, U, U, U, U, R, R, U, U, U, U, B, U, U, U, A, D, D, D, D, D, D, D, R, R, R, B, R, A, X.

Now go home and save, and perhaps hire Akimi before sub-level 4. Akimi will meet you at Daley Street Station (for money) but is well worth it – 200 magic points. There's a bug in the game here – don't go back to Daley Street if you already have Akimi.

THE VOLCANO SUB-LEVELS 4

When you come out of the lift at sub-level 4, make sure that you use the space to make yourself invisible before you enter the next section. Stick to the left wall and kill the three naga along the corridor. You'll find some *very* slippery scales after you've killed the final naga. This is the final part required for a very useful Armour Spell. Go back and save before your battle with Drake.

KILLING DRAKE

Use Akimi's magic well to limit damage. At sub-level 4, after making yourself invisible and sloping past the guards. Go straight through the doorway. Watch out for the troll deckers! Let Akimi make

you both invisible and rush through the next room to the room with the scientists throwing bombs. Armour is useful to limit damage here. The next room has Freeze Spells falling from the ceiling – dodge them. The final battle is straightforward as long as you have the Armour, Chill Spells and Akimi and/or lots of magic points. Use Akimi to give you both

You're crazy showing your face again. You'd better get smart like me and pack a firearm, or you'll wind up dead!
Firearms
HitMen
Exi
Tal
Ask

Armour and then get close enough to use the Jester Spirit. This subdues Drake.

Use your Chill Spell to limit damage from Drake and then let fly with Akimi's Summon Spirit Spell and your machine gun. He will die – eventually. He leaves 11 karma points and the automatic door to the left opens revealing Professor Pushkin who responds to discussion about your head-computer.

Your final task is to interface with the AI computer in Aneki's building in town. He gives you the code to get past the foyer computer. You are transported back to the helicopter on your way back. SAVE YOUR PROGRESS. You need help now from your friend Mablethorpe – he has some dermal armour for sale – buy it!

ANEKI BUILDING: FIRST AND SECOND FLOORS

The Foyer Computer can be navigated as follows: R, R, R, B, R, R, R, B, R, R, R, B, R, B, R, A, X. This activates the elevator to the second floor. Lots of baddies here so use invisibility. Right out of lift computer: R, R, R, B, R, B, R, U, A, D, L, L, L, U, U, D, D, B, D, D, D, L, L, L, A, R, R, R, U, U, U, U, U, L, B, U, U, A, D, D, R, D, R, R, R, R, U, U, B, U, A, D, D, D, L, L, L, D, R, U, L, B, R, R, R, B, R, U, B, U, U, U, U, L, B, R, R, B, R, R, B, R, R, R, B, U, U, A, D, L, L, L, L, L, L, L, D, R, R, B, R, U, B, U, B, U, U, U, A, X. This activates the elevator. Now go left out of the lift to deactivate Level 3 node and cancel a cheque to Drake: R, D, D, B, D, D, B, D, D, A, R, B, R, A, R, R, A, L, L, L, L, B, L, L, A, B, L, L, A, R, R, R, R, U, U, U, U, U, U, R, R, R, R, B, R, B, R, R, R, R, B, U, A, X. Save before your ascent to the next levels.

ANEKI BUILDING: THIRD AND FOURTH FLOORS

Similar to the last level, there are two computers on this floor and loads of aggro too. Turn right out of the lift and jack into the computer: U, U, L, D, B, D, D, D, D, D, D, L, A, R, R, A, L, D, D, L, A, R, R, A, L, B, D, D, L, A, R, R, A, L, D, D, L, A, R, R, A, L, U, U, U, U, U, U, U, U, U, U, U, U, U, R, D, R, B, D, D, D, D, D, B, D, B, L, A, R, B, R, A, L, B, D, A, L, D, D, D, A, L, A, R, R, A, B, R, A, R, A, X. This activates the elevator. The computer on the other side gives you 22,500 nuyen. If you haven't done so by now, it's time to treat yourself to a new toy or two. Safe passage: U, U, B, U, U, U, U, L, L, B, L, B, D, D, D, D, B, D, B, D, D, L, L, L, U, L, B, L, A, R, R, D, R, R, R, U, U, U, U, U, U, U, R, R, R, R, R, R, B, U, U, U, R, U, B, U, B, R, A, L, D, D, L, ,L, U, A, D, D, A, U, B, L, L, L, B, U, A, D, D, A, X.

The fourth floor has two more computers. The left-hand side has another 25,000 nuyen: R, R, B, R, R, R, R, R, D, D, B, D, A, U, U, U, U, L, L, U, B, U, B, U, U, U, A, D, D, D, D, D, R, D, R, R, D, D, B, L, A, R, B, R, A, B, L, D, B, D, L, A, A, B, R, A, L, D, D, L, A, R, R, A, L, B, D, D, L, A, R, R, A, X. The right-hand side computer activates the elevator and has a small matrix: R, R, B, R, R, B, R, R, R, U, R, B, R, B, R, A, L, L, L, D, L, L, D, B, D, D, B, D, A, X.

IN FOR THE KILL: THE END

Now go right out of the lift toward the AI computer. The computer on the other side has 50,000 and 20,000 nuyen secreted within its bowels – a retirement fund! This is the final code sequence: U, U, U, B, U, B, U, A, L, L, L, L, L, L, U, B, B, U, U, U, U, U, B, U, U, B, R, B, R, R, B, R, B, R, B, X.

The ending is a bit of an anti-climax after facing Drake and the battle to this level. You just sit back and watch the animation sequence where you go to the roof and kill Aneki and a couple of his goons. Phew. Am I glad that's over.

PC GAMER

BE AFRAID... BE VERY AFRAID

The long-awaited CD ROM revolution arrives at last in the February issue of *PC Gamer*, with a glut of games that brings your darkest nightmares to life. *Critical Path, Iron Helix* & *Microcosm* are gloomy and atmospheric – but are they any good? Our in-depth reviews sort out the men from the boys.

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NOT TO MENTION... *Oh, what's the use? We could go on all day. If you're not already convinced that the third issue of* PC Gamer *is groovy and great, you never will be. But admit it: you are, aren't you? Thought so. It "hits the streets" on Thursday 27 January. Write that date on your hand now. With tattoo ink.*

PC GAMER

Smarter than the average PC games magazine

SUPER PLAYER'S GUIDE

TOTAL CARNAGE

THQ (JAP/US/UK)

By Dan Jevons

Total Carnage **is the sequel to the utterly superb and underrated Bally/Midway conversion *Super Smash TV*. *Super Play*'s expert tipster, Dan Jevons, guides you through the game with the help of maps, comprehensively researched tips and general advice. Don't leave home without it!**

General Tips

1. The main technique for tackling any particular screen in *Total Carnage* (more so than *Smash TV*) is to keep moving from one item to the next, killing everything that is foolish enough to get in your way. Unlike *Smash TV*, you can't just plonk yourself in a corner and fend off the incoming hordes of baddies until they stop coming, because a) the chances are that they will attack from above or behind, or b) the screen keeps moving most of the time anyway. Items are the key to the game. You *must* keep collecting them (especially Shields). Stay still too long and you'll find yourself pushing up daisies.

2. Try not to walk on any of the Mines, try not to get in the way of Trucks or Tanks, try not to get shot, slimed, jumped on, electrocuted, torched, blown-up, eaten or just hacked to bits, as all of the above will kill you. Just thought I should mention it! But, seriously, the point I'm trying to get across is that *Total Carnage* is not a game for perfectionists. You're going to get killed. A lot. Not even the best games players in the world can avoid dying in this game.

3. Haul in a friend and play a two-player game if you can. It makes the going a whole lot easier. You will get exactly the same amount of bad guys thrown at you to deal with as in a one-player game. And it's much more fun.

4. Maps, while very pretty to look at, are completely useless, so don't waste your valuable time by walking into any of them.

5. You can stop the progression of the screen (in the moving sections) by going to the trailing edge of the level and pushing in the opposite direction to the scrolling. This lets you reach the power-ups on the other side of the screen that would normally be out of your reach by the time you got there. Or, in a two-player game, one player can hold the screen still while the other collects the goodies. What partnership! This technique in turn leads to the Shuffle Tactic (which is explained at the bottom of the next page).

6. The Jeeps that travel down the screen at various stages of the game kill any enemy Troops they come into contact with, so if you know one is coming (you can hear the Jeep honk before it comes on-screen) lure loads of baddies into it's path, then sit back and watch the carnage.

7. In the Warp Bonus Levels never stay to collect all the Hostages at the end of the round, as you won't have the time to spare. When the words 'Hurry up' flash on the screen do exactly that. If you hang around and try to collect them all you'll lose a Life.

8. Your Time Bombs, believe it or not, are the key to your survival, for two main reasons. Firstly, they're powerful and take out all enemies (including key targets) in one shot. Secondly (and more importantly), whenever you place a Time Bomb you'll be invulnerable for a brief moment (similar to a low duration Shield). If you get cornered or see an unavoidable Heat Seeking Missile coming towards you, drop a Bomb and use the invulnerability to move to safety. I can't stress enough how important mastering this technique is, so make sure you pick up as many Time Bombs as you can. They, along with Shields and extra Lives, are a priority pick-up.

9. When using the bigger guns, resist the temptation to keep your finger on the fire button. Tap it instead. This makes the weapon last longer.

11. Keys. When you think you've mastered the game you'll want to find out just what it is that's in the utopian Pleasure Dome. And, believe me, it's worth finding out! However, in order to collect the 120 Keys needed to get in, you have to go into every single Bonus Warp in the game and never teleport. It's also worth using the Shuffle Tactic on the first level to boost your stock (HINT – to be in with a chance you should have at least 30+ Keys by the end of mission A, and about 70+ by the end of mission B). And when you get there, you'll meet some very old friends (ho ho ho).

SPECIAL ITEMS

DEFENSIVE BLADE: This is actually pretty useless. Not a patch on the quadruple spinning saw-blade defense of *Smash TV*.

SMART BOMB: Great. Unless its a dud. Otherwise it kills everything on the screen (except vehicles).

PERSONNEL SHIELD: An absolutely crucial item. A priority collect. If you already have a Shield wait until either: a) your Shield is about to run out, or b) the Shield icon is about to disappear (it starts flashing). For the last boss you literally can't survive a second without a Shield.

TIME BOMBS: These come in ones or threes. Another priority collect.

AUTO-BOMB: The Auto-Bombs themselves are pretty useless, because if you rush to blow something up that's moving, you're more likely to be killed. But the added boost of speed you acquire is extremely useful for dodging enemies and collecting the other icons.

RUNNING SHOES: Likewise.

DOG TAG: An extra Life. Another priority collect. However, the Dog Tag icons start to disappear as soon as they appear, so make sure you've got your eye on the screen and head straight for one as soon as you see it.

KEY: You need a 120 by the end of the game to enter the Pleasure Dome.

FLAGS AND GEM STONES: You pick up loadsa points with these!

Enemies

FOOT SOLDIERS

1 Your run-of-the-mill cannon fodder. Slow, stupid and doomed to die a gratuitous and painful death. Be warned though, they have guns! And with so many of them on screen, the chances are that some of them will get off a few shots before being cut down, so try not to let them swarm.
DANGER RATING: **

DEMONS

2 These guys sometimes appear from out of toxic slime puddles, or 3 else they just run on from off-screen. They don't have guns, but they're slightly faster than the Foot Soldiers and attack in masses. Use any weapon you want.
DANGER RATING: *

ROBOT TRACTORS

4 Rare, and slightly harder to nobble than the ordinary Soldiers, but they should be no real problem as long as you don't get too close. Best to use a more powerful weapon on them.
DANGER RATING: **

BARE-CHESTED MACHINE GUNNERS

5 Now you're getting into slightly more annoying territory. These guys sit behind their guns and pump hundreds of rounds at you. And they take loads of shots to kill too. Still, at least they can't move around... Best take them out from a distance with the Rocket Launcher, or get behind them and shoot them from point-blank.
DANGER RATING: ***

MR BUTANE

6 A distant relative of the much-slaughtered *Smash TV* personality Mr Shrapnel, these guys obviously haven't lost their impeccable physique over the years. Or their uncanny ability to kill you for that matter. They're slow, but take absolutely loads of shots. use a Flame-Thrower, or drop a Mine and lure them onto it.
DANGER RATING: ****

BOUNCING HUEY

7 Arrrrgh! Annoying enemy no 1. The Huey's can't be shot when they're in the air. As a guide rule they bounce and land on the same point you were standing on a second ago. Too bad if you're still there. (Hint: Keep moving and don't back-track when they're around. Best use a powerful weapon as they hop off again quickly. Or drop a Bomb and laugh as he jumps onto it as it detonates.
DANGER RATING: ****

SPIDER SNR

8 They crawl on from above and, if left alone, blow up of their own accord, and drop eggs. If not collected, these eggs hatch into Spider Jnrs.
DANGER RATING: **

SPIDER JNR

This guy's much meaner and faster than his pop, but is still fairly easy to dispatch with any kind of gun. Just don't get caught out trying to collect the eggs just as they hatch.
DANGER RATING: ***

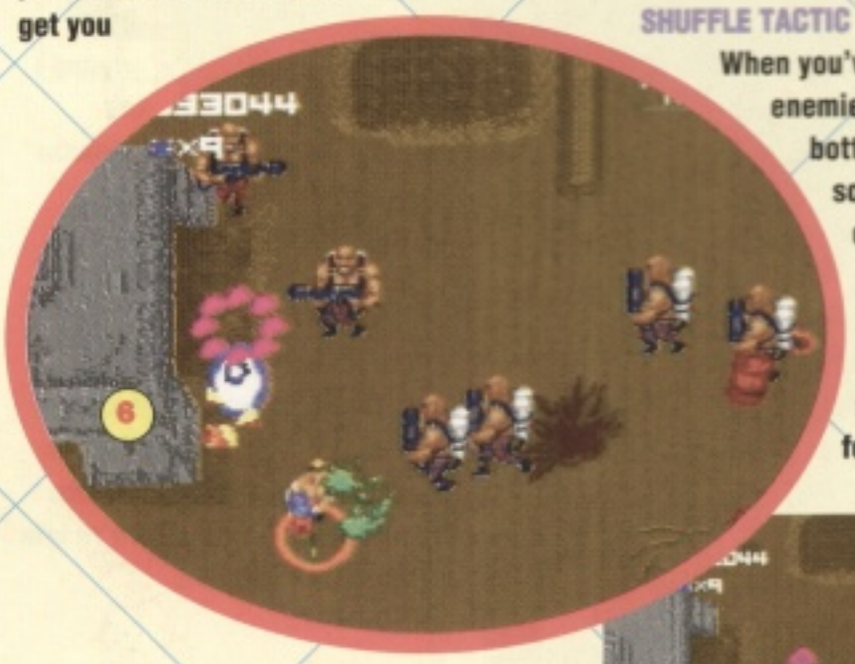
HOMING MISSILE

At certain points in the game (like when you don't really need any more problems) these Missiles will cruise in from the side of the screen and head straight for you. They can be shot, but they're so quick your best bet is to wait until they're about to hit you then drop a Bomb, giving you a brief period of invulnerability and prematurely detonating the Missile. Hurrah! Unless of course you're out of Bombs...
DANGER RATING: ***

MODE 7 PRO TIP

CONTINUE TACTIC

If you are forced to go it alone, you'll soon notice that the three continues provided aren't enough to get you through all of Akhboobs considerable forces. So, when you die, simply continue on the other controller (ie controller 2 if you start on controller 1), and then vice versa when you die again. This lets you double your credits and gives you a better shot at canning the madman.



SHUFFLE TACTIC

When you've killed all the enemies in sight go to the bottom edge of the screen (or left-right depending on which way the level is moving) and halt the scrolling. After a few moments the 'Hurry up' message will flash. Instead of moving on, take a small step up then push back down again. The message will go and you'll have another brief period before it appears again. However, the computer, not knowing how tricky you're being, will keep on randomly placing items all over the screen. So repeat this method until the desired item appears. (Hint: If you want to get to the Pleasure Dome this is a good way of racking up lots of Keys on the first level. And Lives too).

WEAPONS

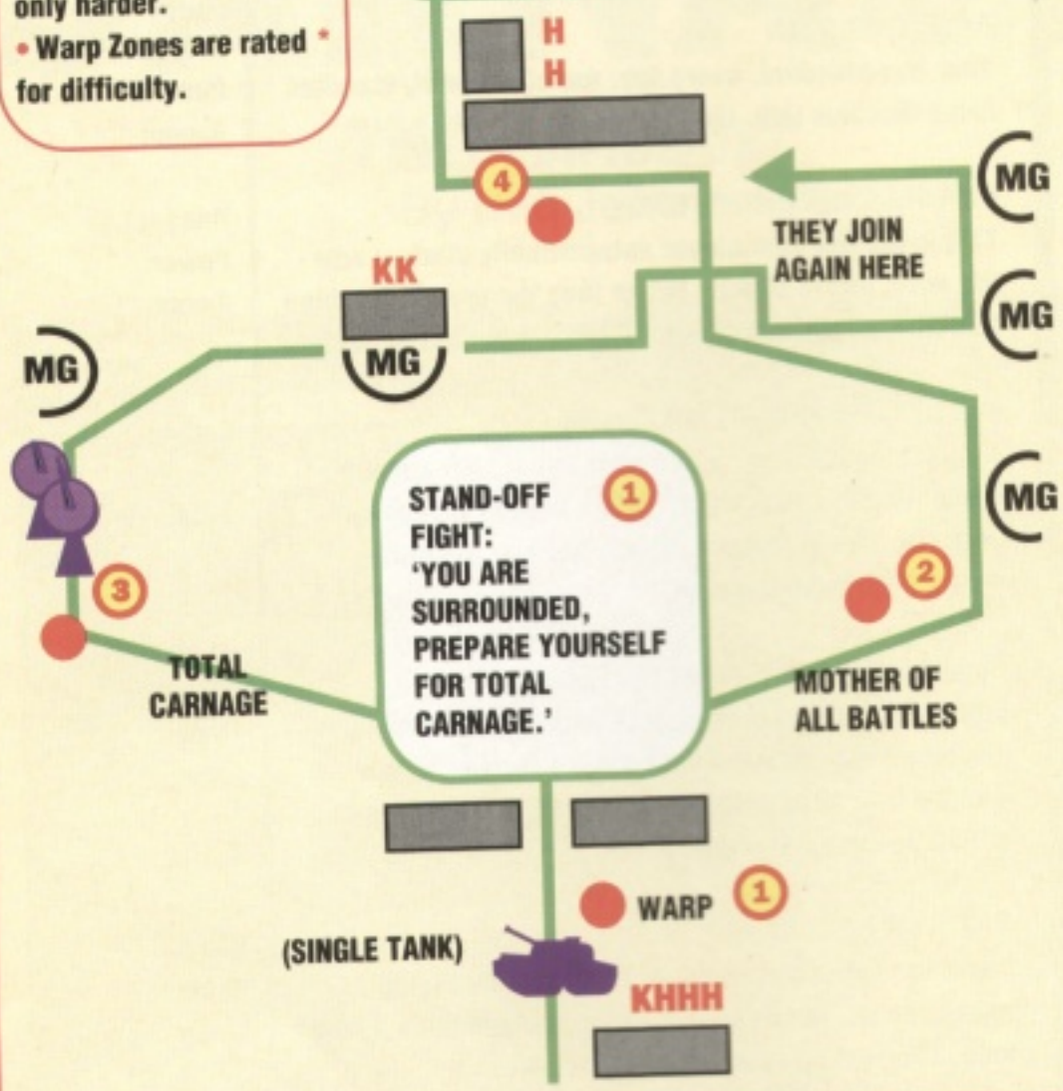
KEY
Range: The distance the weapon fires and the spread (coverage) of the shot.
Power: The damage each shot of the weapon does.
Ammo: How long (proportionally) the weapon lasts.

MACHINE GUN Your bog-standard, every day, run-of-the-mill, standard issue Machine Gun. Upgrade quick.	Range: *** Power: * Ammo: ****
PLASMA MACHINE GUN This is the gun your player automatically starts a new life with, and is slightly better than the normal Machine Gun (it fires pretty damn fast), but it's not too powerful.	Range: *** Power: ** Ammo: ***
FLAME-THROWER (RED SHOT) A damaging weapon, with a good spread but a short range and it's low on fuel. Good against the tougher enemies, like Mr Butane, Spider Snr and the Bare-Chested Machine Gunners.	Range: ** Power: *** Ammo: **
FLAME-THROWER (BLUE SHOT) I remember when I used to joke with my mates about how one day someone would make a shooter with a weapon that filled half the screen. Well, here it is. The ultimate. Use on everybody!	Range: ** Power: **** Ammo: *
ROCKET LAUNCHER Rapid fire anti-mutant missiles and accompanying cannon shots. Good range, good power and lasts a long time. The best all-round weapon to have.	Range: *** Power: *** Ammo: ***
SPRAY FIRE RIFLE The ultimate quadrant defence system, it outputs fire in a 90° fan around a player – great against masses of lower stamina enemies (ie Foot Soldiers or Demons).	Range: **** Power: ** Ammo: ***
GRENADE THROWER Sends out arcs of devastating Plasma Grenades through the air and is only found on the boss stages.	Range: ** Power: ***** Ammo: ***

Mission Alpha: Sector A1

LEVEL GUIDE NOTES

- Stand-Off Battles are moments when the screen stops scrolling and enemies attack you from all sides. Just like a level from *Smash TV*, only harder.
- Warp Zones are rated * for difficulty.



KEY

H = HIDDEN HOSTAGE

K = HIDDEN KEY

● = WARP (NUMBERED)

= CONNING TOWER

PRIMARY TARGET

= JEEP

MG = MACHINE GUN

MG = MACHINE GUN NEST FACING ACROSS

= PATH OF PLAYER

STAND-OFF FIGHT, WHERE SCREEN STOPS MOVING

BOSS MONSTER

** ALL PRIMARY TARGET MUST BE DESTROYED WITH AN AIRSTRIKE **

WARP ZONE 1
Teleportation to Stand-Off Battle 2 at the very end of Sector A1.

STAND OFF 1

10 This section's not very difficult – just loads of Foot Soldiers and a few Robot Tractors. Once they're all gone, however, you will be faced with a giant Tank, piloted by a Huey. Walk up to it (from the sides) and lay a Time Bomb right next to it to call in an airstrike. Two of these should do the trick. Once the Tank has been killed you are offered a choice of direction. Go left for Total Carnage or right for The Mother Of All Battles. Right is a little bit easier, I suppose, but left contains more Keys.

WARP ZONE 2
(Right: The Mother Of All Battles)
A stationary screen in which you can double your score by destroying all the Jeeps. The knack to this bit is to stay at the bottom/middle of the screen and drop Time Bombs to kill any Jeeps that come down the middle, whilst shooting the other Jeeps at either side of you. The best gun to use here is the Rocket Launcher (if you can get it) – tapping the fire button and only shooting selectively means it should last the entire section.
DIFFICULTY: *

WARP ZONE 3
(Left: Total Carnage)
12 You begin this bit trapped in the middle of multiple rings of Mines and things start going downhill from there. Jumping Hueys, Troops, etc all conspire to make your life totally miserable and it's only really worth going for the Keys, which are hidden in the plants that you'll find around the perimeter of the screen.
DIFFICULTY: ***

WARP ZONE 4
9 An enclosed single-screen Warp, with Demons, Jeeps, Mr Butanes and Nuclear Bombs to de-activate. Still, there're lots of weapons and Lives.
DIFFICULTY: **

STAND-OFF 2
Don't destroy the barrels around the edges – save your Bombs. And the basic enemies shouldn't cause much of a problem.

Mission Alpha: Sector A2

Things start hotting up a bit now. This sector begins with a very difficult Stand-Off Battle.

STAND-OFF 3
11 Mr Butanes, Soldiers, bouncing Hueys and Homing Missiles conspire to make your life difficult in this bit. Luckily, the onslaught doesn't last long. Keep using your Bomb invincibility to get from item to item.

WARP 5
This is another Teleportation Warp and it takes you right to the Super Boss, Orcus.

WARP ZONE 6
Another fixed screen job, this is absolutely chock-a-block with exploding Toxic Barrels, and a fair share of Demons, Mr Butanes and Jeeps to keep you busy, too.
DIFFICULTY: ***

SUPER BOSS: ORCUS
Orcus really is one tough boss to kill. In fact, the only boss you're ever likely to encounter who's tougher than this guy is Akhboob. And he's in the same game, so it doesn't really count.

When fighting Orcus, always stay above or to either side of him. If you do walk in front of him, make sure you have got a Shield on. In fact, your best bet is to go from Shield to Shield using the Grenade-Lobbing Guns as they do the most damage. If, however, that proves a bit tough, then try this tactic: go to the top of the screen and attack from above. When, inevitably, Orcus bounces back towards you and corners you, drop some Bombs, then use the brief period of invincibility to get out from underneath him, and make a dash for the other side of the screen. Also, when he bounces, watch his shadow and place some Bombs right underneath him so when he comes down he'll land on them.

Apart from that, you just need lots of luck.

Mission Baker: Sector B1

The first part of this sector comprises a horizontally-scrolling road section where you have to nail as many enemy Tanks and Scud Carriers as you can. The most important strategy here is to just stay high, as that's where all the bonuses and Hostages appear. Go for the Flame-Throwers and Rocket Launchers as they take out the vehicles the easiest, and if you want to reap some real carnage try placing a Bomb timed so the Trunks/Tanks will drive over it when it goes off. Shoot the turrets off the Tanks first, as they are the real danger, and make sure you stay to the left side of the screen as sometimes bonuses appear underneath Captain Carnage's data read-out and scroll off the screen almost instantaneously. Good luck!

STAND-OFF 4

Super Warp nearby. Loads of Bombs to de-activate, Hostages screaming down the screen and an army of Soldiers to deal with. And you thought this was going to be easy! Pick up the Keys hidden in the hangar on your left.

WARP 7

After a bit of Demon-bashing and Bomb defusing (you can walk on the green puddles just don't let the Demons jump on you when they appear) its on to another 'destroy all the Jeeps' bit. Use the same tactics as Warp 2.
DIFFICULTY: **

14 Out of the Warp and onto a long stretch of plane destroying! When calling in an airstrike walk along the body of the plane as the Missiles, fly in so they follow you and destroy the annoying moving Mines, allowing you to reach the Hostages standing by the tail of the plane.

WARP 8

15 This is the toughest Warp in the game. Fat guys, Bombs, a horde of Spiders and then a mass of Demons all pile into a small room just to make your life difficult. Still, this room gives lots of Lives and Keys so you can't complain. One point, though, when the level starts don't immediately go down for the extra Life. You start on top of a Mine, so go up and around.
DIFFICULTY: ****

STAND-OFF 5

You'll find loads of unpleasant Soldier-types shooting at you, so cut them down before they get into their firing positions. Defuse the Bombs and check the hangars on the left for more hidden Keys.

WARP 9

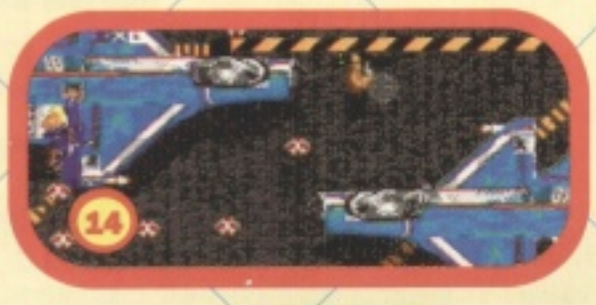
Three Machine Gun posts to deal with straight away, but once they're down it's no problem. There are Hostages hidden around the screen perimeter, stay high so you can waste the Demons as they form and defuse the Bombs. One point to remember, though, collect the two Keys on the right of the Warp before you enter it. They'll be there again when you come back out.
DIFFICULTY: ***

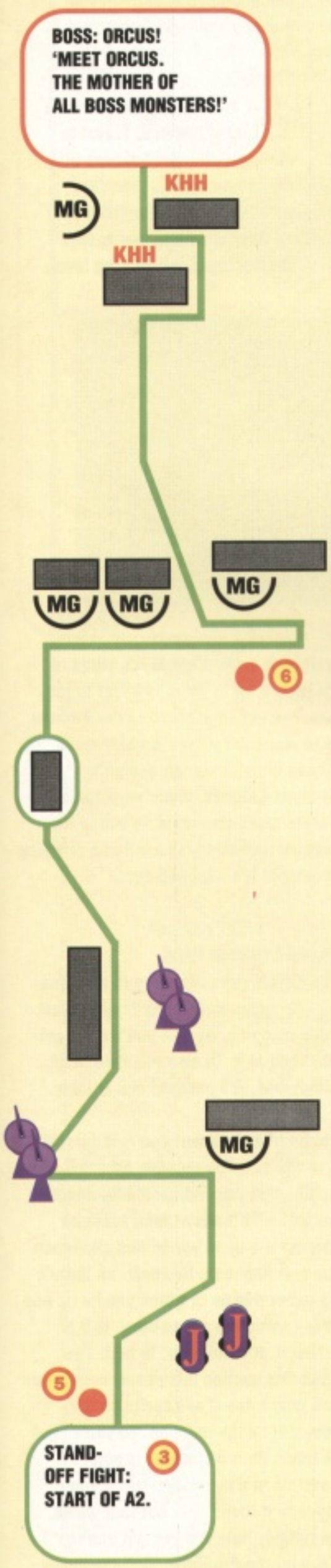
STAND-OFF 6

Here you'll find Soldiers and jumping Hueys, followed by Spiders. The quicker you shoot the Spider Snrs the quicker they will drop their eggs, allowing you to collect them safely without them hatching.

13 Finally, there are some Jeeps and Mr Butanes to take out before...

16 Greed fest!! Head for the blue gems as they're worth the most.





KEY
= ROAD! CONTINUOUS TRUCKS AND TANKS
= FISH. NO JUST KIDDING, PLANES
PRIMARY TARGET
= GATE – DOOR NEEDS TO BE BOMBED
= HANGAR! NORMALLY CONTAIN CONCEALED KEYS

KEY

= TREES

= ON/OFF ELECTRIC FENCE

= MUTANT MACHINE

PRIMARY TARGET

Mission Candlestick-maker C1

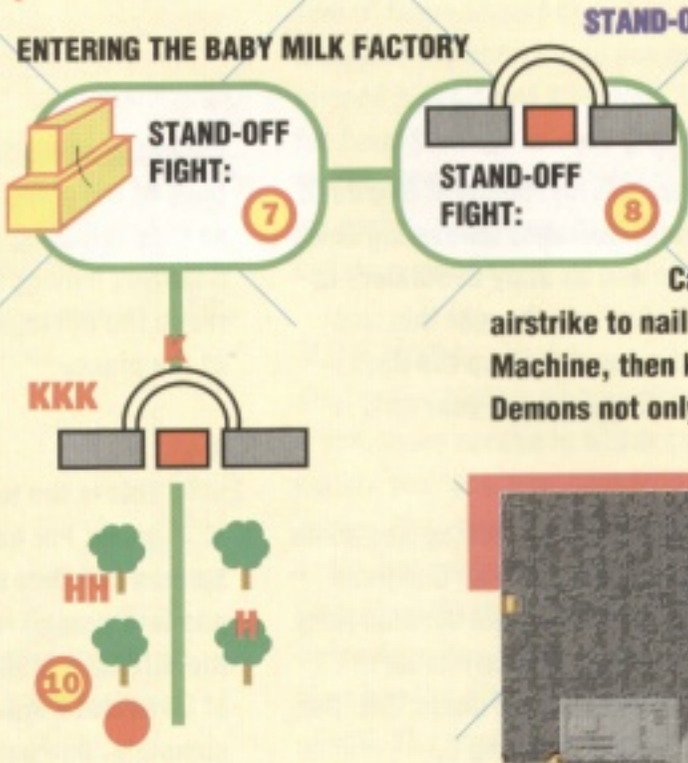
Another horizontal road bit. However, this time there's Hostages and Keys at the bottom of the screen as well as at the bottom. Otherwise just do the same as the last road section, ie weave up and down inflicting as much damage as possible.

A STRAIGHTFORWARD ROAD SECTION

Mission Candlestick-maker C2

At the start of the level collect the extra Life before entering Warp 10 and it'll be there when you come back out.

ENTERING THE BABY MILK FACTORY



STAND-OFF 7: MUTANT-MAKING MACHINE

A tough Stand-Off. Call in an airstrike to nail the Mutant Machine, then keep moving. Demons not only form from moving Mines. Use the Shuffle Tactic on this level.

DIFFICULTY: *

STAND-OFF 8

20 A small enclosed area with lots of baddies. Travel in circles killing the Soldiers till they stop coming, then deal with the Hueys. When they're all dead blow the door to free the Hostages and end the level.

WARP 10

17 The final Warp. Destroy all the planes. Make sure you get all the Keys and carefully time your walking to avoid the goo, but come in from off-screen too, so you can't skirt the perimeters. And bouncing Hueys make sure you don't stay in the same place. Weave about, kill the Demons and don't back-track.

Mission Candlestick-maker

STAND-OFF 9

Jeeps, Hueys, Bombs and Soldiers. Once again keep moving in circles and home in on any useful items. Don't touch the Electric Mines either.

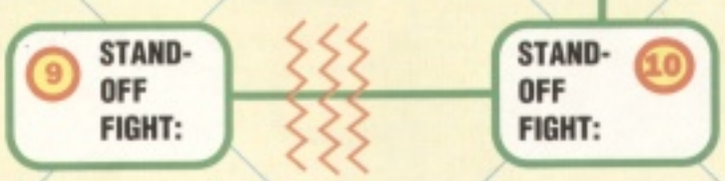
18 The electricity fences tend to be temperamental and vary the time they give you to cross, so if you can spare it, drop a Bomb and use the brief Shield to cross the line.

STAND-OFF 10

19 Mr Butanes, Hueys, Jeeps, Spiders, Homing Missiles, Demons – they all appear in this Stand-Off. However, at least you have more space to manoeuvre within, so walk in big circles, firing inwards, using a Bomb if you get cornered and head directly for the Shields/weapons as soon as they appear.

SUPER BOSS: GENERAL AKHBOOB

Never in the history of video games has there been a boss meaner, uglier or tougher than this guy. The only real way to damage him is to get a Shield, run up directly in front of him and use the Grenade-Lobbers until your Shield runs out. All the other weapons do so little damage to him that they're not worth using.



Bombs should be collected and used purely as an extra Shield extension to get out of Akhboob's line of fire. The more Bombs you have, the longer your chance of survival when your Shield runs out.

STAGE 1: MISSION GUNFIRE

You can actually get behind his craft at this stage, in which case drop Bombs for him to fly over.

STAGE 2: MISSILE BARRAGE

Stay at the back of the screen where you can dodge the Missiles and only go in for the attack when a Shield appears and you know it's safe.

STAGE 3: MUTANT DEATH SPEWERS

Here it doesn't matter where you are because as soon as your Shield runs out (and your Bombs) you have the same estimated life expectancy as an extra on a John Woo film. Just make sure that when you start your next life you get in there with the Grenade-Lobbers.

STAGE 4: GIANT AKHBOOB FACE

It's even worse here than on Stage 3. When your Shield goes, that's it. Kaput. Goodbye cruel world. The tactic here (and on all of the other stages) is to just pray that another Shield appears, then wait by it until either a) it's about to disappear, or b) yours is about to run out. The key to minimising the damage is to make full use of the Shields by timing the pick up and use only Grenade-Lobbers. If you've got a few Bombs spare you could do worse than running up behind his head and dropping them, but it's a bit of a risk.

STAGE 5: GIANT MUTANT GREEN AKHBOOB FACE

21 Is this guy ever going to die? Use the same method as Stage 4. Just keep plugging. By now you'll have got the hang of it. Or else you'll be dead. Either way, it's going to end quickly.

That's it! He's down! You're a hero! But – watch out. The cunning Akhboob tries to slip past you and escape by covering his exit with loads of fake Akhboob clones. It's up to you to find and touch the real Akhboob. However, as there's no indication as to which one he is, and your characters are so slow, this is difficult. Hit and miss, in fact. I've done this section lots of times and you can guarantee if one sprite gets by you, it'll be the real one. So you've got to touch them all, which is only possible in a two-player go. If you manage it then... ah, but that would be telling. Now, did you get enough Keys for the Pleasure Dome. No? Well, back to the beginning...

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GAMEFREAK

SNES TECH & GAMING ANSWERS

By Jason Brookes

As if holidaying in California wasn't enough, Gamefreak has jetted off to Las Vegas to attend the Consumer Electronics Show. But, as luck would have it, Sue made him answer your questions first.

DEAR GAMEFREAK,

1) I have heard of a really dodgy system called the UFO. Apparently it can copy a Super Nintendo game onto a disk in two minutes! Do you have any information about this thing?

2) I heard about *FX Trax* absolutely ages ago. What is taking Nintendo so long? Also, how do you think *Starfox II* will differ from the original?

3) I've heard some publishers have game testers. What's this all about exactly, because it sounds like a right doss to me?

4) Wow! Do you think Project Reality will give Sega a smack in the face? One other thing – with SNES titles costing between £40-60, surely Project Reality games will cost around £100?

5) I've heard the Action Replay damages the SNES, but some people say it doesn't. What is the truth?

6) Who on earth is Mr Miyamoto?

Cheers,

Graham Ellis, Walsall.

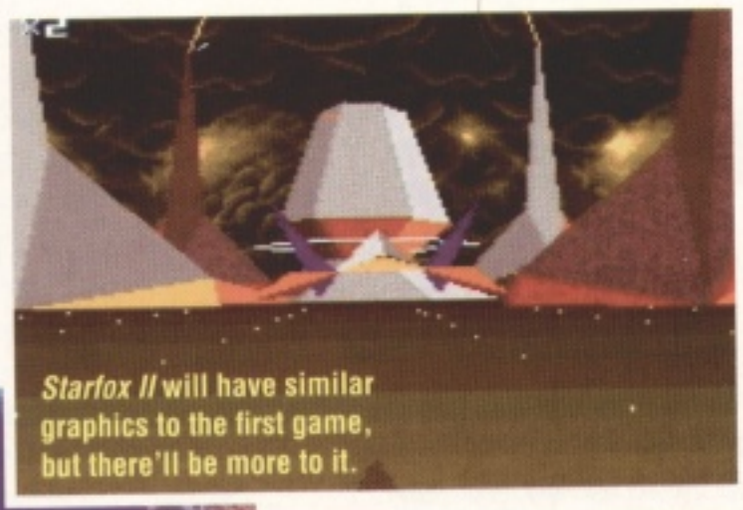
1) This is just one of many illegal copying devices from the Far East that are imported into the UK and sold by specialist suppliers. These units are currently doing untold damage to the SNES market and, as far as grey importers go, they've virtually killed off the market. As with all forms of illegal software piracy, it's you, the honest consumer, who suffers at the end of the day – games have to be priced higher and higher to offset the losses from duplicated software.

Don't buy copiers – just use your head when it comes to buying new games. Hunt around for second-hand bargains – they're easy to pick up if you look hard enough. And swap games with your friends if you're strapped for cash.

2) *FX Trax* was only 40% complete when it was shown at the Summer 1993 CES in Chicago. Nintendo takes a long time over its in-house games – their projects aren't confined by rigid deadlines, and take time to be perfected. Let's hope the finished version of *FX Trax* will be worth waiting for. *Starfox II* is being programmed by Argonaut Software in London – the creators of the Super FX chip. As mentioned last month, the game uses a split-screen perspective and lets you fly wherever you want in certain modes. The graphics currently look about on a par with the original's but, rest assured, there'll be more depth to *Starfox II*, and the two-player mode should make a world of difference to lastability.

3) Game testers play pre-production games to suggest improvements to programmers. They also work hard to find bugs in programs. It might sound like a doss, but it's the kind of thing that tends to kill your appetite for games. Writing about finished games is much more fun, believe me. And you don't have to sit in a sweaty dungeon with a load of anoraks (the usual game-testing environment). Well, now I'm working on *Edge* I don't. (*Oi! – Ed.*)

4) Until I see some evidence of Nintendo's so-called Project Reality, I'll remain sceptical. Anyway, with my loyalty to Nintendo and the SNES less intact since leaving *Super Play* (*Watch it – Ed.*), I'd be inclined to suggest that Sega and Sony have more realistic plans than Nintendo for new consoles. (*Come on, outside! – Ed.*) (*Er, hang on a minute – GF.*) Sega's Saturn is more powerful than a *Virtua Racing* coin-op and Sony's PS-X machine is way ahead of that. Both will appear towards the end of next year – a full year before Nintendo plan to release Project flippin' Reality, which is based on graphics-rendering hardware and not on technology that's been created for games. (*Right, I really am gonna get you now... OUTSIDE!!! – Ed.*) (*Biff! Ooof! Ow! Duff!*) (*Apologise or die you* Edge *traitor! – Ed.*) Erm... sorry about all this, Project Reality is sure to be tops. And the games will probably cost even more than they do now.



Starfox II will have similar graphics to the first game, but there'll be more to it.

Despite the lovely, colourful graphics *Actraiser 2* will be a big disappointment when it's released in the Spring.

5) There is a version of the Action Replay that has two slots for working as an adaptor. This is more likely to blow a fuse in the SNES because it's drawing twice as much power. But use it carefully and it shouldn't cause any problems. 'Adaptor damage' usually means that the cart or adaptor has been pulled out, or come loose, whilst still running.

6) Shigeru Miyamoto is the creator of *Mario* and *Zelda* and also the designer of *F-Zero*, *Mario Kart*, *Pilot Wings* and all the best Nintendo games. He's Nintendo of Japan's most treasured asset.

DEAR GAMEFREAK,

Firstly, with the amount of press coverage for *FIFA International Soccer*, I was wondering if it would be converted to the SNES? Secondly, Project Reality. The idea sounds good but I read in *Edge* that Silicon Graphics have split with Nintendo. Is there any truth in that statement?

Finally, during the Summer I might be going to Hong Kong. I was wondering if I should buy SNES games from there? Would there be any real price difference? What about compatibility with my UK SNES? Would an adaptor be required?

Che Yen Yeung.

Yes, *FIFA Soccer* will appear on the SNES, but not until July of next year at the earliest. Project Reality cancelled? Er... okay, the rumour has since been proven to be vacuous, but Argonaut's involvement with Project Reality? There might be something in that. But I think that Nintendo might change their tune now that Sony have announced their astonishing PS-X system. Apparently, it's so powerful that it could do Namco's *Galaxian 3* in *real time* and developers are flocking to the machine in droves (that includes Namco, Capcom and Konami!). Now who ever imagined Sony would spring a surprise like this? Not Nintendo, that's for sure. Let's see what happens eh?

Hong Kong uses PAL Super Famicoms but

sells mostly Japanese games. Compatibility is an increasingly grey area I'm afraid. You'd just have to hope for the best.

Secret Of Mana – an official UK release in '94 should be a mere formality.

DEAR GAMEFREAK,

1) I've seen *Mortal Kombat 2* and it looks brill. Will it ever come out on the SNES?

2) *Secret Of Mana* and *Breath Of Fire* look good. Which one of them would you recommend?

3) Me and my pal are having a massive argument over which music is better – *Actraiser* or *Castlevania IV*. What do you think?

4) Finally, I was thinking of getting *Final Fight 2*, but my friend says it's crap. So I'm thinking of getting *Turtles IV* instead. What do you think?

Karkay Tang, Herts.

1) Yes, but not until mid 1994. And – before anyone starts pummelling me with questions including the words 'gore' and 'fatalities' – I can't see Nintendo being too impressed.

2) You need convincing about *Secret Of Mana*? A game that *Super Play* awarded 94%? A game full of the most wonderful music heard on the SNES? Besides, *Breath Of Fire* is in Japanese and it's incredibly difficult to get hold of. And it's nowhere near as good, either. That's settled that then.

3) I'm sure I've answered this question before. *Actraiser*'s music is more impressive at first, but it's all so repetitive – there aren't that many tunes and they loop very quickly. Some of *Castlevania*'s huge range of music is so well composed that it's really hard to see how it'll ever be bettered. No contest in my opinion.

4) No, get *Turtles Tournament Fighters* instead. It's way ahead of both games.

DEAR GAMEFREAK,

1) Where is *Mario Kart 2*? Surely the big 'N' must realise that this is the greatest game ever released for the SNES. We've been waiting two years for it.

2) Will *Powerslide* be anywhere near as good as *Super Mario Kart*?

3) Why, if *Actraiser 2* is so much better graphically, sonically and gameplay-wise, does it slow down?

4) Where is *FX Trax*?

5) Do you know when *Actraiser 2* will have an official UK release?

6) Will there be an *Operation Aliens* out?

7) Where are the following sequels we're all waiting for: *Axelay 2, Probotector 4, Castlevania V*?

Anon, Nonamesville.

1) Likewise, where are *F-Zero 2, Pilot Wings 2, Super Mario World 2* etc, etc? Of course, there might be some surprises at the Las Vegas CES.

2) It's more of a simulation by all accounts, but then we all know how good they can be. *Stunt Car Racer*, anyone? *F1 GP*?

3) Er... It's rubbish.

4) Inside Nintendo Japan's offices I should think. It's due for a February release in Japan, actually.

5) In the Spring.

6) What, like *Op Wolf* you mean, but with Aliens? Like that new Sega arcade game *Alien³: The Gun*? If it's by Sega, not on your nelly.

7) *Castlevania V*... if only.

DEAR GAMEFREAK,

1) My friend showed me an exclusive in *Game Zone* saying that a *Transformers* game is coming out and it will be using the Super FX chip. Is this true?

2) Will there be any more *Star Wars* games?

3) I have heard that the Super CD is still coming out, is this true?

4) How come there are two *Aladdin* games – one by Capcom and the other by Virgin?

5) Will there be any budget games for the Super Nintendo?

6) Why do Electronic Arts release their games on the Mega Drive first – like *FIFA Football*?

7) When the 64-bit Nintendo appears will the SNES be phased out just like the NES was?

8) Will *Mortal Kombat 2* be released for the SNES?

Vilkuhr Wacksenbong, London.

1) Yes, Argonaut are programming two games for the Super FX featuring robots. Look out for the next issue of *Super Play*, because we'll be visiting Argonaut to find out everything they're up to. The *Transformers* game is for Takara while the other, called *Citadel*, is for Electro Brain.

2) *Return Of The Jedi* is in development.

3) No.

4) Both Sega and Nintendo acquired licenses.

5) Older games will be reduced in price, yes.

6) It's their main console development format, and the one that's proved most successful for them.

7) Remember, the NES has been around for 10 years now – the SNES is still a baby in comparison. It's likely that we'll see games being produced for the Super NES for many more years yet.

8) Yes – again.

DEAR GAMEFREAK,

1) Will the *Secret Of Mana* be given a UK release?

2) Does the US version need a special adaptor like *Mario All Stars*?

Martin Candeas, Gibraltar.

1) Yes. Nintendo have taken over distribution of all Square Soft games, so it will be coming out officially. The trouble is, we don't know when.

2) It's best to check with the importer you actually buy the game from.

DEAR GAMEFREAK,

1) What does Ryu and Ken's yellow fireball do?

2) When is *FX Trax* or maybe Elite's *Powerslide* coming out? And will either of them have the option to drop detail to increase speed?

3) Will there be a conversion of *Hired Guns* from the Amiga – perhaps with Mode 7?

4) Will *FIFA Soccer* be coming out on the SNES?

5) Has all the software promised for the Amiga been released for CD32?

Andreas Hunter.

1) It's simply a program bug and doesn't do anything that the ordinary one does.

2) *FX Trax* is supposed to be coming out in February in Japan, so should arrive in the UK sometime after that. *Powerslide* is a long way away.

3) No, nothing's been announced.

4) Yes, it's due to arrive by July of next year and will work with the Multitap.

5) Sorry, you've lost me there. The CD32 hasn't got any decent games and isn't worth buying, if that's any help.

GOT A QUESTION?

Then ask the Gamefreak. He's the expert. And he's got all the answers. His address is:

Gamefreak, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

DAYDREAMING

Here we go once again. You send in a load of ideas about games and I print the best ones. Occasionally, though, it's more fun to print the bad ones. Like this month in fact...

First, a disturbing insight into *SFII* obsession from Russell Roberts in Birmingham...

'I see a world with *Super Street Fighter III: Master Edition*. It will have all of the old favourites like Ryu, Bison, and Cammy – only now you get to choose from all their old masters or sparring partners. Just imagine it, Master Sheng Long vs Ryu, a busty Indian squaw against T-Hawk. There could even be special grudge matches with different music like Guile vs GI Joe, and if Guile wins he won't say 'Go home and be a family man', he'll say 'You always were a wimp Joe, ha, ha I spit in your face...' Help!

'I would love to see another *Super Mario Bros* game, perhaps *Super Mario World 2*. The game would be a simultaneous two-player, where Mario and Luigi can help each other out on full-screen (not split-screen like the crappy *Sonic 2*) static screens, as well as scrolling bits...'

Neil Baxter, Essex.

No marks for originality there, Neil. No marks at all, in fact.

'My daydream is to see *Castlevania V* released, with amazing graphics and possibly also featuring a woman with a sword. It would have brilliant Mode 7 and Surround Sound too.'

Neil Rea, Nottingham.

Neil also included about 10 other daydreams, but this was the only one that took my fancy. Come on then Konami, where is it?

'I'd love to see a Super NES game based on the excellent TV series, *Quantum Leap*. Each level could be a different leap and Sam has to change history to leap to the next level. I could advise Sam on what to do and at the end of the game Sam could eventually leap back home. Oh boy!'

Absolutely no-one says 'Oh boy!' And I've never seen *Quantum Leap*, either.

Now, next month I want a return to normal standards – ie bad, but not nearly *this* bad. Pull your socks up the lot of you, and get writing to Daydreaming at the address in the box at the bottom of the page.

See you next month then.

Will we ever see a *Castlevania V*?

MODE 7

By Dan Jevons

CALLING ALL CHEATS, CRACKERS, AND GAME-FREAKS!

The finest pages in the galaxy, the greatest read on earth, the most popular, informative and down-right sexy bit of *Super Play* and everyone knows it. Iiiiiiiiiitttt'sssss Mode 7! Yaaaaaay! (applause) and now, here's your host... Mr Dan Jevons (rapturous applause).

'Thank you, thank you, and welcome to another exciting instalment of Mode 7. You know a lot of people accuse us freelance writers of having a cushy job, but let me tell you, I'm not just in it for the money. Well, alright, that's a lie. I am in it for the money. But! That's not the only reason! I love video games. And I enjoy serving a common need. So keep those letters a comin' and remember, we couldn't do it without you.'

Send those tips and cheats to Dan at: Mode 7, *Super Play*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

ACTRAISER 2

(Enix) *SP*16: 69%

● **Special password**

It may look and sound like a dream, but in terms of gameplay this has to go down as one of 1993's disappointments. Still, if you're interested in releasing that pent-up aggression on the demon lord Tanzra, then our tidy cheat allows you to go straight to his Dark Plane. Simply type in 'Long long ago.' on the password screen – use the SELECT key to switch to the lower case letters, and don't forget that full stop at the end – and you can dispense with all of that wing-flapping, sword-wobbling nonsense.

If you defeat the disembodied head of Tanzra, his true form appears. I know who *my* money is on.

MACROSS

(Zamuse) *SP*15: 87%

● **Stage select**

This isn't an easy cheat to enter, so you may find a joystick helpful. When the white Zamuse title screen appears, do two anti-clockwise circles on the D-pad from the top and press L, R, L, R (that's UP, UP-LEFT, LEFT, DOWN-LEFT, DOWN, DOWN-RIGHT, RIGHT, UP-RIGHT, UP, UP-LEFT, LEFT, DOWN-LEFT, DOWN, DOWN-RIGHT, RIGHT, UP-RIGHT, L key, R key, L key, R key). Now press START and choose the SET-UP option to reach the excellently named CONFIGLATION menu.

You can now alter the stage on which the game will start.

ASK ALLAN

INVALUABLE MONTHLY GAMING ADVICE

It has to be said that the picture (see right) does me no justice whatsoever, I look infinitely cooler now! Hey, it *was* taken over a year ago and that £10,000 cheque has dwindled to a shadow of its former self. But, fortunately, I'm still adept at answering your questions. Thank goodness for that, eh?

Dear Allan,
How do you get the pass from under the soldier's feet in *Soul Blazer*?
Wayne Evans, Manchester.

Allan says:
Go to the torture chamber and in the top right-hand corner of the room you'll see a skeleton on the floor. Walk over it and you'll find a harp string in its hand. Now

go to the room with the soldier in and give the string to the musician on the stage. He will play a tune tempting the soldier to go and listen at the front row, leaving the card free for you to pick up.

Dear Allan,
I read in *Total!* that Ryu and Ken have a Burning Dragon Punch in *SFII Turbo*. It says that it should be tried when your energy is at rock bottom. Is this true?
James Patrick, Lancs.

Allan says:
Give up right now. The aforementioned move is only available to Ken in *Super Street Fighter II*. Anybody who informs you otherwise is telling lies of the 'not true' variety. (Editorial note – this hasn't stopped several readers from the Planet Gullible asking us for the move's combination, and a couple of callers even claimed to have performed it. Oh dear, you people).

Dear Allan,
I can't reach the exit of platform section A on Level 8 of *Legend Of The Mystical Ninja*. Where on earth is that exit leading to section B?
Marc Loyeau, Oxfordshire.

Allan says:
Remember the bit with the platforms that topple over and the stone faces that spit fireballs which roll along the floor? Well, go to the very top of that bit, whack the stone face in the top right-hand corner and (drum roll) a secret exit will be revealed, leading to a rising platform which will take you up to the Cloud Level (aka section B).

Dear Allan,
I can't find the entrance to the fifth and sixth dungeons in the Dark World of *Zelda III*. Can you help?
Anon, Nonamesville.

Allan says:
To get into dungeon 5 go to the cave in the middle of the lake and lift the stone by the entrance to reveal a port to the Dark World (and dungeon 5). As for dungeon 6, get the bird to drop you off at point 6 and use the tile under the stone to reach the swamp of Dark World. Now stand on the tile with the Ether symbol on it and use Ether magic to reveal the entrance to dungeon 6.

Dear Allan,
I can't get to the key and keyhole in the Ghost House in the Valley of Bowser. How do you do it?
David Massey, Bolton, Lancs.

Allan says:
Get the P pod and carry it to the back by the door (below the key and keyhole up above) and drop it. Now hit the block and guide the coin track to form some steps.

Mistaken for a student, the Mexican came under heavy fire from the locals.

SUNSET RIDERS

(Konami) *SP*12: 87%

● **Loadsa continues**

Leigh Singer of Cheshire wrote in with this tiplet for Konami's outstanding show-down-'em-up conversion of the classic arcade game – it's an old trick, but it effectively doubles your continues: 'To stop yourself being sent back to the beginning of a level when you die,' says Leigh, 'simply press START on the second controller when you are about to lose your last life. And, when player two's lives have been diminished, press START on player one's joypad.'

Go get 'em, Floyd.

WWF ROYAL RUMBLE

(Acclaim) *SP*10: 79%

● **Super punch**

On the Acclaim warning screen (the one that displays copyright information), wait until the screen starts to fade and then press B and Y. If all goes well you should hear a suitably eloquent piece of WWF sampled speech (ie 'Ugh!') which, for all those of you out there who aren't fluent in the wrestling language of incoherencia, means 'Super punch activated'. Now, when playing the game, you have a rather splendid Super Punch, which should knock out your opponent in two hits.

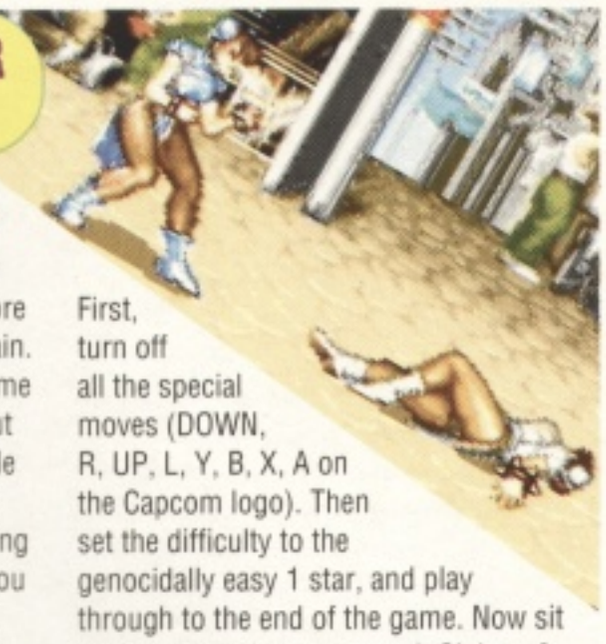
***WWF* seems to have as many cheats as Randy Savage has fans. That's about nine, including his mum.**

STREET FIGHTER II TURBO

(Capcom) *SP*11: 96%

● **Get the best ending the easy way**

Nope. Absolutely not. I refuse. No more *Street Fighter II Turbo* tips. Never again. Ever. Ever, ever, ever. Now don't get me wrong I love the game and all that, but we've just about squeezed every single last drop of info out of that poor little cart, and well, I'm afraid there's nothing left... (*You're fired – Ed.*) But, since you put it that way, why don't you try this code for great endings the easy way:



First, turn off all the special moves (DOWN, R, UP, L, Y, B, X, A on the Capcom logo). Then set the difficulty to the genocidally easy 1 star, and play through to the end of the game. Now sit back and watch your reward. Ok boss?

ZOMBIES ATE MY NEIGHBORS

(Konami) *SP*12: 89%

● **Day Of The Tentacle Bonus Level**

In response to my *Zombies* challenge, a certain Mr Kenneth Pickering was the first off the starting block, informing us correctly that the Day Of The Tentacle Bonus Level icon is in fact concealed on the very first level of the game, hidden inside a piece of destructible hedge just right of the top left-hand corner of the map. However, the only way you can be sure of getting it is to keep replaying the level until you are randomly given a Beast Potion or a Bazooka icon in one of the cupboards or bins. Unless, of course, you enter the code BCDF on the password screen. The level itself is an ode to the famous LucasArts character, the Tentacle, first seen in the old PC and NES adventure *Manic Mansion* and appearing more recently in the smash hit sequel, rather aptly named *Day Of The Tentacle*.

Zy wanted to play this over Christmas, but his mum kept hogging the SNES. Parents, eh?

Right: Now you can save Kakkara village from drought in the *Secret Of Mana*. Below right: The pass card is yours for the taking in Enix's fab *Soul Blazer*.

Next (make sure you are small Mario for this bit) hit the P pod and use the trail of blocks to get through the gap.

Dear Allan,

I have a question for you on the *Secret Of Mana* (yay, the first of many, I hope). I can't find water for Kakkara Village. What must I do?

Clive Walsh, Hyde, Cheshire.

Allan says:

Once you have the flammie drum, call the dragon and look for a small island with five houses – it resembles a giant turtle from the air – by flying south from the Fire Palace. The shopkeeper will complain that he has nothing but sea hare's tails, one of which you should take back to Kakkara and give to the man next to Amar. Quite how that solves the drought is anybody's guess, but that's fantasy for you.

Dear Allan,

On *Mario All Stars* (*The Lost Levels*) on Level 4-1 I can't jump over the water. Can you tell me how to do it?

John Law, Unintelligible scrawl.

Allan says:

Well, John, you can't jump over the water, you must use the spring! Sorry, what you have to do is run and do a little jump onto the spring (keep pushing forward, though) as the spring becomes fully coiled, press and hold the jump button and you should make it.

Dear Allan,

Have you got any tips for *F-Zero*?

Gareth Jackson, Bridlington, Humberside.

Allan says:

You don't mince your words, do you! Well, if you complete the leagues on Expert, you will be challenged to a 'Master' level. Finish the leagues on this difficulty for a different ending.

Dear Allan,

On *Batman Returns* on the Mega CD I can't beat the end-of-level baddy on Stage 3. How do you beat it?

Peter Barret, Macclesfield.

Allan says:

Hang on a minute mate, this is a SNES magazine and I only answer SNES questions. So if you want your question answered you'll have to bribe-me. Next time write to *GamesMaster*, they cover all formats. (Puts colander on head and adopts Patrick Moore squint.) Oh, all right, I'll tell you.

What you have to do is not to fire at the machine but to ram into the target that appears under the chutes which discharge the ice blocks. Happy now?

One Final Word

Secret Of Mana, 60 hours, 28 minutes. Can anybody beat it?

If you've got a game problem, share it with Allan. He'll shoulder your burden with a smile, a song and a solution.
Write to him at:
Ask Allan, *Super Play*, Future Publishing, 30 Monmouth St, Bath, Avon BA1 2BW.
He's waiting for you...

MORTAL KOMBAT

(Acclaim) *SP*11: 81%

● **Blood?**

Stop the press! Hold the front page! Delay the-(*Snip! Just get on with it – Ed.*) After much speculation and banter, new evidence has come to light that suggests we might have been a little bit hasty in our judgement. Regular readers Kurt Cobain and Ozzy Osbourne (er, quite) contacted Mode 7 claiming that, yes, they had stumbled across none other than the illustrious hidden gore code, but that no, they couldn't quite remember what they had done to get it.

Normally such claims would be banished to the darkest nether regions of the Pinocchio Dept. In their infinite wisdom, however, the canny rock gamesters decided to grab a video and make a tape of a few fights to authenticate their claims. And yes! There's blood. And yes, there's the original finishing moves (witness Kano ripping out Johnny Cage's heart in a fountain of blood). And yes, it's definitely the Super Nintendo version. But how I hear you cry? Over to the guys: 'Me and my mate turned on the Super NES and we messed about with the normal SNES control pads (we were tapping L and R a lot). When we started, we noticed that the game was a lot slower, and we thought that the cartridge was broke. But, to our surprise and consternation, when we hit each other there was BLOOD!'

Blood! Cartilage! Oodles of thick trickly red stuff! Nintendo would not be amused. Still, with this new evidence the hunt is back on!

Only Dan's seen the video, so we remain sceptical. Not that we'd sniff at a code if anybody can find one, of course...

TRODDLERS

(Storm) *SP*11: 79%

● **Level codes**

Thanks to Simon Gibly of Sidcup you can now access any of the first 26 levels of the solo mission on this so-so cutesy-puzzler.

1	BLDT	10	SKPRND	19	HLPMT
2	NSWT	11	PCKDP	20	HNNS
3	PYRMD	12	PLLRS	21	NPRBLMS
4	CLRT	13	BZZZZZ	22	TRSRS
5	SPHNX	14	FVRWS	23	STRRM
6	QRTT	15	TGHTTM	24	PNDDWN
7	CNTRN	16	SYN	25	TCHN
8	RDGMS	17	TWTRBS	26	NNN
9	CRSSD	18	DNTMX		

Of course, once you've got all these passwords, there's no game left. Oh. So get a friend for the two-player mode.

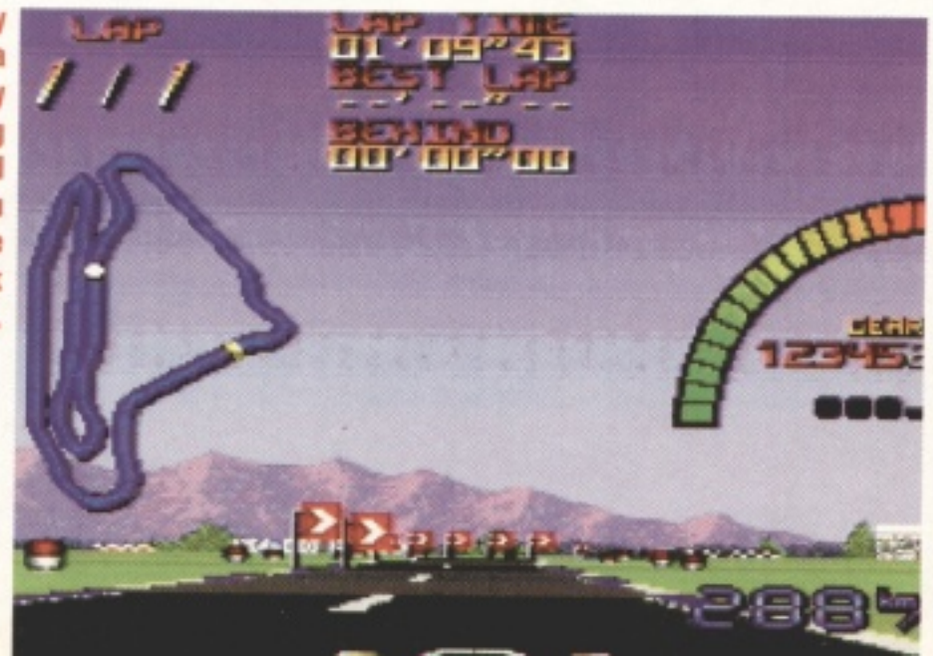
ACTION REPLAY

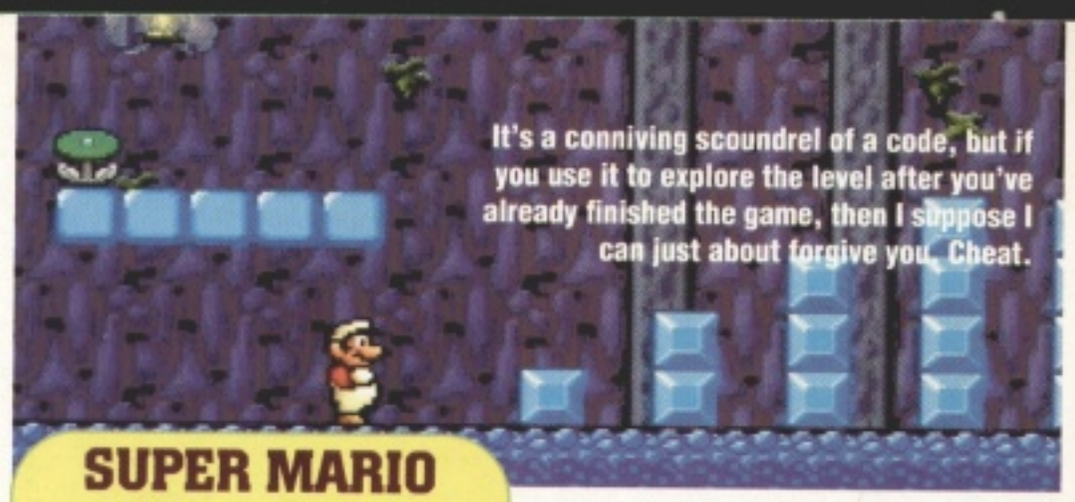
● **Hidden programmer screen**

What's all this? A cheat for the cheat cartridge. Deary me. What is the world coming to?

Well, those famous Lemon Brothers have sent us another cheat. They claim that if you tap the L and R buttons as quickly as you can when the Blue Screen appears you'll see a special selection with the names of the team programmers. Don't we always bring you the best cheat info in the known universe? Sigh.

Top quality racing in a top quality racing game. And now you can choose which track to race on.





It's a conniving scoundrel of a code, but if you use it to explore the level after you've already finished the game, then I suppose I can just about forgive you. Cheat.

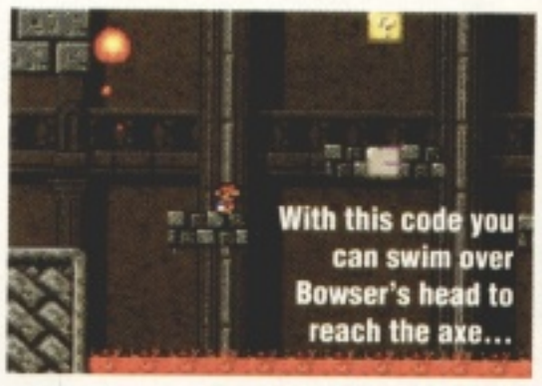
SUPER MARIO ALL STARS

(Nintendo) *SP*11: 96%

● **Find 13 new worlds on *Super Mario All Stars: The Lost Levels***

Well, sort of! With this Action Replay code – **7E00 5L00** – kindly supplied by Ken Pickering of Troon (wasn't that a film about a guy who gets sucked into a computer game), all the stages containing water become completely flooded, allowing you to swim past those previously impassable jumps and tricky bits.

And, as if that weren't enough, all the power-ups, coin and vine blocks 'stand out' for future reference. Be warned though, sometimes you have to disable the Action Replay to jump out of the water and complete the level.



With this code you can swim over Bowser's head to reach the axe...

NIGEL MANSELL WORLD CHAMP

(Infocom) *SP*8: 85%

● **Track passwords**

I don't know about you but I'm not too sure about all those Rik Mayall adverts myself. Yeah, sure, I laughed – the first time! But watching Mr Mayall (we love you really Rik) in a silly Nigel Mansell moustache and eyebrows isn't really my idea of high-brow advertising (no pun intended). At least by the time you read this they should be off the air.

Oh right, codes:

Mexico – DPGM15M9.LVYSTT.49
Brazil – 4ZF01QWZW74H3.L4JL
Spain – 95T78JFSG9K3VV7L5L
San Marino – C89K7.6ZJSGG0XBS4L
Monaco – QPGJFQFJ12N6KNVWW7
Canada – N5S9LYBB66KKB4PDXX
France – WPBQJR46RLLBX.F9S7
Britain – 72WNBM5V4NT6H5QZQ7
Germany – DM46FWWGQBCM0F0.LT
Hungary – CWTNWRWC4JNZP25T1T
Belgium – VJ3PNZXP329MHQDP2T
Italy – WLRCN0QP8LN8FZL12H
Portugal – 9W1XH9G6H9LKV3.8MH
Japan – HH5GY62QPCVD9ZK5HD
Australia – X4LWJ01XN6LW0D3KVY
The Championship – VM.20HQDMSN0QWLT2Q

ACTION REPLAY CODES

You know what that means don't you? Yup, it's Replay time! Don't forget to send in some more for next month. You'll find the address at the end of Mode 7.

ZOMBIES ATE MY NEIGHBORS
7E1D 1609 – Infinite grey potions
7E1D 1809 – Infinite orange potions
7E1D 2209 – New 'radio' item. But what does it do?

ALADDIN
7E03 6703 – Infinite hearts
7E03 6403 – Infinite lives
7E03 6909 – Infinite apples
7E03 6E01 – Always have rug
7E03 6C01 – Bonus game at the end of each level

ROCK 'N' ROLL RACING
7E02 A00(x) – Choose your vehicle (x is 0 to 4)
7E02 990(x) – Choose your planet (x is 0 to 5)
7E0E 9107 – Infinite bear claw
7E0E 9507 – Infinite plasma rifle
7E0E 9907 – Infinite slipsauce
7E0E 9D07 – Infinite rouge missiles
7E0E A107 – Infinite sundog beams
7E0E A507 – Infinite scatterpacks
7E0E A907 – Infinite nitro
7E0E AD07 – Infinite jump jets

SUPER MARIO WORLD
7E0D B3A1 – Super Luigi World

LEGEND OF THE MYSTICAL NINJA
7E00 6800 – All these codes together
7E22 1700 have a rather profound
7E1C 0B02 effect on the game (just
7E22 B202 try 'em). Oh, and you can pause the intro too.

MICKEY'S MAGICAL QUEST
7E03 FF03 – Action option

ROCK 'N' ROLL RACING

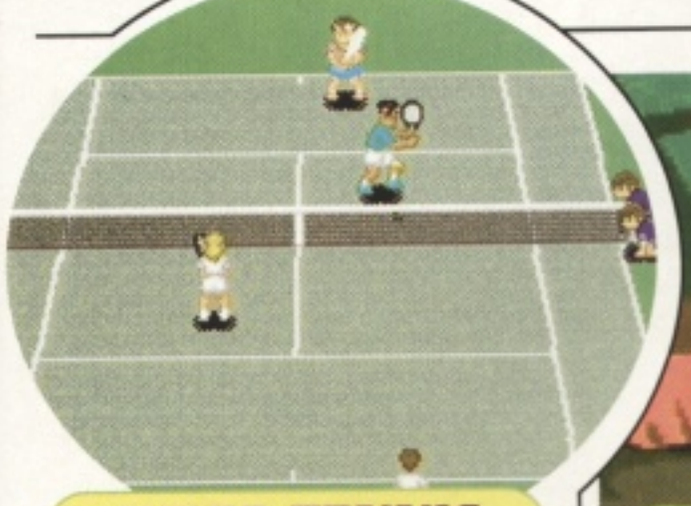
(Interplay) *SP*12: 88%

● **Start off the game with a super car**
For some reason Ian Hawkes of our very own Bath sent in *two* letters to describe this complicated cheat for Interplay's brilliant waste-'em-up, but still, it works, so here it is.

Start a one-player game and buy an Air Blade, advance to Drakonis, get a password to let yourself continue, then reset your SNES. Now access the password screen, select a two-player game, enter the password you were just given in the player one space, and simply go to 'end' in the player two space. The new player two will drag player one down to the first planet, so player one will be effectively starting the game on the first level with an Air Blade!

'Of course,' says Ian 'You can get more stuff before you reset, or repeat as many times as you want.' And, if you want to use your first planet Air Blade in a one-player game, you can. Just start the two-player bit, drive through the first season (shoot player two every time around to get more money), and advance to division A. When asked if you want to 'Leave your loser friend behind?' say yes, and you will be given a password for a souped up super car in division A of Chem IV. Phew! And Steve Hewitt, we're sorry for the miscarriage of justice concerning the *Mario Kart* cheat. A pen is on it's way.

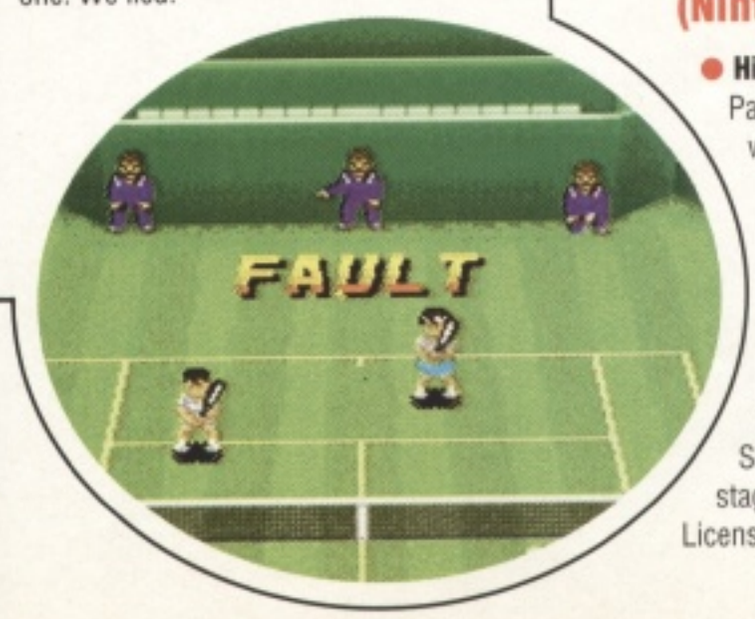
The two-player mode is surprisingly playable if you compete with an equally proficient driver. One of the most vicious games around, in fact.



SUPER TENNIS

(Tonkin) *SP*1: 92%

● **Beat Don J**
Look. I've had just about enough of you guys (and gals) complaining that, despite your desperate pleas, we've never done a guide for the marvellous *Super Tennis*. We have, way back in issue 1. So there. However, seeing as I am Dan the Altruist, bestower of generous gifts, I suppose I could help you out (yeah you Raz Ahmed, Ben Gould, Jon Sharp and Leigh Singer) just this once. So, here's a fresh new look at the tennis battle of the century, courtesy of the Mode 7 archives. David Nairn from Australia take it away: 'When receiving simply lob repeatedly whilst pressing UP. Gradually move forwards, being careful not to hit it out. Soon, Don's compulsive overhead smashes will hit the net on each occasion. Furthermore, during service, simply use the R button. For some strange reason Don finds it impossible to return the ball'. And Dave, the reason why you didn't find an end sequence after you defeated Don J is because there isn't one. We lied.



FLASHBACK

(Sony Imagesoft) *SP*15: 92%

● **Level codes**
Great-looking game, but why haven't they used the superior colour palette and sound capabilities of the SNES? We deserve more than Mega Drive hand-me-downs, don't you think? Nevertheless, this is still a 'must-see' game and one of the better platformers of '93. Except, of course, that you may not have seen all of the expert levels, so here are some codes, courtesy of Drew Waldegrave of Kent, who wants to know how to make it even harder. Apart from a blindfold and a pair of woolly gloves, has anybody got a better idea? Mayhap, a cheat?

Easy	Normal	Expert
BSCKT	DLRGS	ZBVDS
JWLYX	BGSFM	JNGLQ
RSVP	PHRG	HNYTM
DXCPT	WNPQVX	KVWF

SLMN	NMRYL	DWNGH
ZTHRK	SNTHN	STBRM
LRLQXZ	KLZHT	RDBQLR

And Glen and Ryan Cooper of Wolverhampton have a tip for dodging the bombs that fall from the ceiling. They reckon that if you pull your gun out when the bomb is just about to land on your head, it will pass straight through you. Sounds a bit risky to me, but you might like to try it out.

You shouldn't need it, but if you're really struggling to survive the onslaught of mutants and local security officers (police with grav-belts? And pigs might fly!) then you might try the Action Replay code 7EC7 46xx (where xx is the number of shields available to you).

A big tut-tut to F McGrow (F? For Ferdinand? Or Felicia? Come on, don't be shy) for discouraging perseverance and self-discipline.

Smooth rotoscoped animation gives *Flashback* its uniquely realistic look (you have to see Conrad in action, diving into a roll with handgun blazing, to understand). It's also much more playable than its predecessor, Delphine's *Another World*. If only it was longer, and tougher...

PILOT WINGS

(Nintendo) *SP*1: 92%

● **Hidden bonus level**
Paul Tredinnick of Brighton wrote in asking about a mysterious Bird Man bonus section he had heard of in this early, but still technically impressive, flight sim. Fortunately, William Dawson and David Minish were here to help. Select one of the following stages: License Class Silver, License Class Gold, Expert B or Expert Silver and choose the Hand Glider option. Having selected a stage, complete the Brief Instructions you will receive for the Hang Glider. Now, look for the Sky Diving/Rocket Belt target and try to land the Hang Glider on this target (easier said than done). Once landed, a bonus notice will be displayed on the screen, and a figure will appear – the same figure as in the rocket belt bonus section, except now dressed in a complete bird costume. The aim of the game is to keep tapping A as quickly as possible to make the figure fly out to sea as far as he can. An oldie I know, but you'd be surprised how many people haven't heard of it!

THAT'S ALL FOLKS!

All? All? Isn't four pages packed with the hottest tips around enough?

Send your tips and cheats to: Mode7, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

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We gave *Jimmy Connors' Pro Tennis Tour* 88% in issue 5 and called it 'A really great tennis game that simply begs to be played'. Be warned, though, we've had a little trouble getting hold of enough copies to send out, but all orders will be honoured!

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COSMIC

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MORTAL KOMBAT II

Finish it! All the special moves, all the secrets and *all* the gore. The slashing starts on page 14...

The GamesMistress speaks! Games, baths, chocolate, rubber... ...and why she's so... decadent.

SHIP REF: R TYPE 3

SOFT AND HARD

Which machines? Which games? What's in store this year? Check out the GamesMaster guide. Turn to page 28 NOW!

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Nintendo HOTLINE

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Great big greetings from everyone at the Hotline! Stick with us over the coming months and we'll bring you some of the most useful and, er, enjoyable information you can get on this or any other plane of existence. Plus! We'll be doing a full report on some of Nintendo's big releases this year!

THE LOST VIKINGS

This month's big problem for our callers seems to be the final level in the completely and utterly marvellous *The Lost Vikings*. So for all you Nordic no-hopers, here's how it's done.

Firstly, select Olaf and float down and to the right. Avoid those pesky electric beams and go up using the teleporter.

Drop from the ledge to the left and collect the two bombs on the way down. Then spring back to the ladders above and make your way across them to the right until you're above the boss. Then you must drop the two bombs to destroy the two platforms below the boss. Once that's sorted out, head right to collect the final bomb to take out the last platform.

Now you should be able to collect the yellow key left by the falling monster. Use this key to turn off those troublesome force fields. Having done this you should return to Baleog (the one with the arrows) and drop to the left in order to grab the ladder. Go left into the gravity beam and get onto the spinning platform, then onto the ladder to the left to grab the flaming arrow. Shoot to the left to turn off the gravity beam, and then run right and onto the springboards.

You should be able to spring onto the furthest right ladder, where you will find the big green nasty again. This is bad news, but you can use the lift (remembering to be very careful), and shoot the levers to get rid of the horrible green, er, thing. When he's gone he should leave you the blue key. Simply shoot the top lever to shut the doors so you can get the key again.

Now return to the shaft to the left and drop, carefully using the key as you do. Once you reach the bottom, jump onto the springboard and push the button to the right. Then go to the right and into the teleporter. Next, make Eric drop down and follow him. You should now have all three Vikings together.

Switch back to Baleog and get him to stand in front of the door. Then use Olaf's shield to aid Eric in reaching the teleporter above. You'll then find yourself in a room with that big green nasty again. Wait until he's at the far side of the room and he'll throw two bombs and shoot twice. The split-second he fires that second shot drop down. You should see his shield disappear.

Next, use Eric to ram the big greeny into the force barrier at the right. Do this about four times and you should see the green git fry! And what do you find? The red key should be right there for the taking.

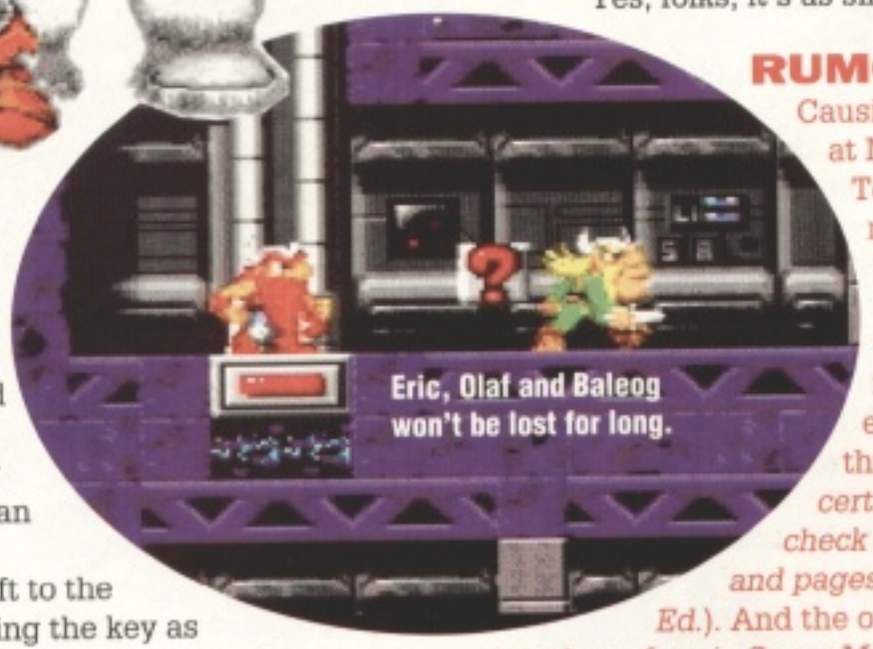
Switch back to Baleog and fire an arrow. As soon as you've fired it, switch rapidly back to Eric. You will see the arrow pass through Eric and hit the button next to him, which switches off the force field. Then use the spring on the right to get to the gravity chute on the right for all three Vikings.

Jump on the spring and, while you're falling, get into the gravity chute and you'll be able to fall to the bottom of the shaft without dying. But there's one important point here; make sure you get the bomb on the way down. You can use any of the characters, but make sure you get it!

Now you're equipped for the final battle with the loathsome green git again. Get Olaf to float across, above the boss, and use him to drop the bomb to destroy the platform. Next, still using Olaf, stand in front of the other Vikings to protect them, and get Baleog to shoot two arrows into the big green fat bloke.

While fatty is confused, use Eric to ram him twice, which should knock him into the gravity beam. Repeat this method from the bit with the two arrows, until the ramming has put Eric into a position to reach the lever, which he can now pull, blasting the megalomaniacal bogey into orbit.

Yes, folks, it's as simple as that.



Eric, Olaf and Baleog won't be lost for long.

RUMOURS

Causing a big fuss at Nintendo Towers at the moment is *Mega Man X*, which I believe is mentioned elsewhere in this issue (*It certainly is, check out our cover and pages 24 and 32 – Ed.*). And the other game creating a fuss is *Super Metroid*, which is boasting around 24 meg of cart ROM. Expect more news next month.

The write thing

pathetic!

Yes, it's pathetic. Nobody has come close to our *Super Mario Kart* times. And the high scores for other games are pretty poor too. So it looks like nobody is going to be having an all-expenses paid trip to Nintendo in Hampshire because nobody is worthy of challenging us. Come on! Send in your game queries to us, but send in those high scores as well. You never know; we might just pick someone at random for the visit!

Even if you want detailed help with a game, please write to us. We promise to reply, and if you put your phone number on it as well, we might even give you a ring (if the answer's short enough).

The address, as ever, is: Mike and Shaun, Towering Game Colossuses, Nintendo Hotline, PO Box 42, Eastleigh, Hants SO5 5XZ.

PLAYBACK

HYPER EXCITING READER'S VOICE

This month in Playback: what'll happen to the SNES when Project Reality is released?; make games less frustrating; Sheffield's reputation is compromised; we want more RPGs for the UK; is there a Game Doctor in the house?; and should parents play games?

'ABOUT PROJECT REALITY...'

I have a criticism of Nintendo. With the release of their new console what do they expect all of us to do? Sell our SNESs and buy this new machine, after many of us have only had them for a few years?

Those of us who do keep our Super Nintendos, will the same thing happen to them as the NES owners, with less games being released and it being neglected by companies, etc? It's crazy. It's like trying to keep up with the latest make of car.

I think Nintendo should have stuck to their original idea of releasing an add-on to the Super Nintendo to update it later on.

Yours slightly frustrated,
Faris Aranki,
Dulwich, London.

(See answer to next letter – Ed.)

'...MORE ABOUT PROJECT REALITY'

After seeing what has happened to the poor old NES (ie obsolete, £30, games being cut) I can't help wondering what might happen to the SNES when Project Reality is released – the same thing might happen (ie obsolete, £30, games being cut).

If your predictions are correct, I may be trading in my new SNES for £30, scrounging £200 more to get Project Reality. This is not only bad news for me, but for you too (ie obsolete, 30p, no games reviewed), with the magazine being relegated to having to sit next to a sad Spectrum mag on the newsstand for the rest of its days.

Johnny Saisho,
Greenford, Middlesex.

One day the SNES *will* be obsolete. Progress is like that. But it's going to take a very long time. The Spectrum and Commodore 64 are still being used today, with new software coming out, despite being eight years out-of-date. It takes a long time for a machine to be superseded because so many people will still own them. So your SNES will still be a popular, supported machine for years and years. You'll get tired of it and want to upgrade to a Project Reality machine long before it's a tired old useless wreck with no software.

'THERE IS ONE DOWN POINT'

I've had a SNES for over a year now and over the months have marvelled at the graphics, sound and, most of the time, good gameplay. However, there is one down-point – the high level of frustration I've encountered with some games. If the game is passworded, fine, you can try really hard to get past that level, remember the password and never have to play that frustrating level again.

Games shouldn't be written like this. They should be very playable, with challenge, but not to the point of frustration.

One game I've just bought, *Shadowrun* by Laser Beam, is an example of how to write a good game for the SNES. No frustration, lots of challenge, great gameplay, a huge playing area, music, graphics and a dark, futuristic atmosphere, reeking of *Bladerunner* – superb! Well done to Laser Beam and everyone behind this game, lets have some more games like this.

Yours sincerely,
Christopher Sargeant,
Stevenage, Herts.

One man's frustration is another man's challenge, Christopher. If a game doesn't frustrate anyone, it's probably too easy. So it's not value for money and will be completed in a few hours. Programmers are caught between making games that the average player will find challenging or intriguing and making games that put people off because, as you say, they're frustrating. *Shadowrun* is a great game; you're right. But we've had letters from people who say that they can't get through it, and they're getting frustrated. You see how it goes?

THE SUPER PLAY INTERESTING-O-METER

What we want you to write to us about and what we don't.

HOT

- What Nintendo will do next
- Whether Nintendo get a bad time in the newspapers
- Whether gaming in general gets a bad time

NOT

- Why are carts too expensive?
- Why don't Mega Drive carts work with my SNES?
- When is *SFIII* coming out?

'WHO IS SIMON DENT?'

I am writing to express my views on your 'Cartloads Of Profit' article in last month's issue. Who is this Simon Dent? A Sega employee? A Nintendo critic? Come on, everyone wants game prices cut, but why tell us something that is not going to happen? And why waste pages on rubbish like that anyway? The space could be put to better use (like a certain item on Japanese games). Besides, all we needed was a small paragraph telling us that Electronic Arts was publishing their SNES games and why.

Bye,
Sean McErlean, Belfast.

The cartridge market in the UK is bigger than the music industry, so we at *Super Play* thought it was time to find out how much of the money *you* pay is pure profit. Prices can and will change, but it's always hard to anticipate where and when. Super Nintendos dropped in price before last Christmas, and nobody expected that, proving that things alter with surprising speed. We wanted you to get the opinions of the people who make the games.

'MY NAME IS MICHAEL CAINE'

My name is Peter Fay. I always read your mag. I have two questions to ask you:

1. Will there ever be another *Zelda* game for the Super NES? The reason I am asking is because I have some ideas for a new game.

2. Do you have an address that I could send my ideas to?

Yours thankfully,
Peter Fay, Belfast.

1. Yes. We don't know what form it will take exactly, but there's almost certainly one being worked on right now. The problem is that it's being designed and written in Japan, and they aren't likely to incorporate ideas sent by fans in the UK.

2. If you've got a game idea, try sending it to the various British software houses, who are traditionally more receptive to outside ideas and insights. Sorry, but there it is.

This is where you come in...

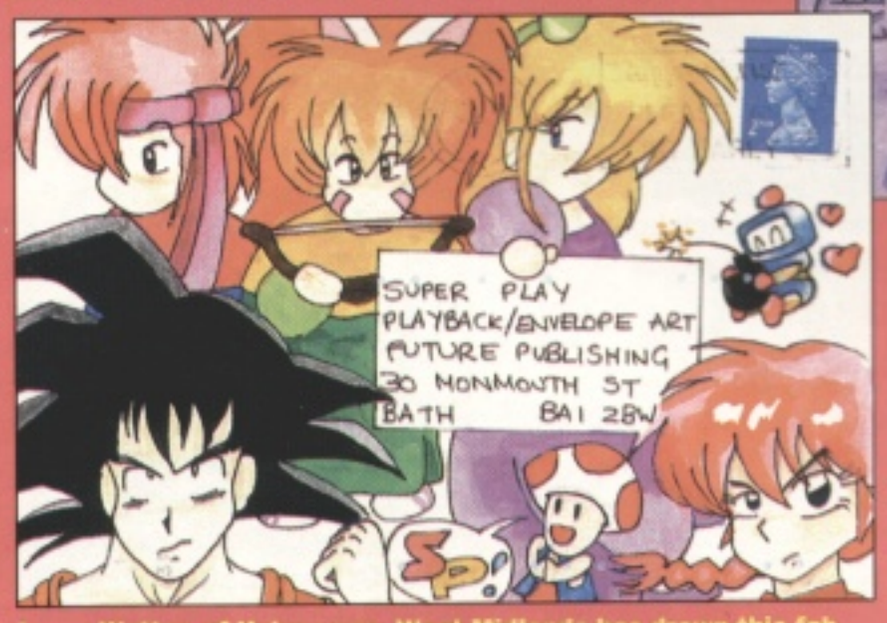
ENVELOPE ART!

Want to be in with a chance of winning one of these incredibly stylish *Super Play* T-shirts? Then get those paints out and send us a decorated envelope (it would be nice if you enclosed a letter or some tips for Mode 7 in the envelope too). Post it to: Envelope Art, *Super Play*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

Loads of charming super deformed characters from *10 Little Gall Force*. Please remember to write down your address on the envelope, because the artist who sent in this brilliant effort forgot, and we can't send him/her a *Super Play* pen. Shame!

Another colourful effort from Anon of Nonamesville.

Chun Li with her hair down from Nao Maebayashi of Leamington Spa.



Laura Watton of Halesowen, West Midlands has drawn this fab mix of charas from *Ranma*, *Dragon Ball Z* and *Secret Of Mana*.

T-SHIRT WINNER!

The winner this month is Jim Smith-Wright from Solihull in the West Midlands, with this lovely picture of the elegant Katsumi Liquer, the star of *Silent Möbius*.

'SICK AND TIRED'

✎ We are very impressed by the presentation of your magazine. Since reading your anime column we have become firm fans of Japanese animation.

We both own Super Nintendos and would like to comment on how helpful your magazine has been. It has helped us complete *Mario All Stars*, *Super Mario Kart* and Mode 7 has helped us very much as well.

One thing we would like to know is why do you review so many Japanese games?

We are getting sick and tired of the same old platform formula. Too many games are trying to take off main characters. And the games they release are complete crap, eg *Bubsy The Bobcat*. So when are they going to stop publishing these crap games that clog up the market. Why not try to bring out more flight sims and sports games?

Yours sincerely,
Kevin Hawkes and
Laurence Benson, Bristol.

We review Japanese games because Nintendo are Japanese and so are many of the most innovative and advanced software companies. We want to bring you the latest stuff straight from the land of Nippon rather than wait until it reaches these shores months later (which most of it does). So our focus is firmly on Japan because it's a happening place, SNESwise and generally.

Yep. There are too many platform games. We agree. And not many of them are exceptional. We say so regularly. But it's not down to us. We review what comes out, even though we do try and discourage any software house that asks from doing yet another platformer.

There *are* lots of sports games out now, though. Many are as crap as the platformers you're moaning on about. And the lack of flight sims is due to the difficulty the SNES has with polygons. Pure and simple.

'PLEASE HELP'

✎ Are Ocean going to release the two other *Ranma* games?

Do you know anywhere that I could get hold of VHS *Ranma* videos and any *Ranma* toys or models, or any other anime models come to think of it? Any help would be much appreciated.

Yours sincerely,
Sam Thomas,
Ifield, West Sussex.

Try writing to *Anime UK* at 70 Mortimer Street, London W1. They know everybody in the British anime world and should be able to help you.

Ocean aren't giving too much away about their forthcoming games at the moment, but it's likely they will continue with their *Ranma* releases.

'SLAGGING OFF SHEFFIELD'

✎ I was reading *Super Play*'s Hotlist in issue 15 when I came across Zy's comments about *Utopia*. This sounds distinctly like he was aiming for a cheap laugh by slagging off Sheffield.

I would like to bring to your attention the fact that Sheffield just happens to be this country's fourth largest city and, as far as I can see, there is absolutely nothing wrong with Sheffield. I should know because I live here – you don't! I hope Zy will take back his remarks and maybe think about actually going to Sheffield and seeing what its like there.

Yours sincerely,
James Edgar, Sheffield.

Doh! We've ALL been to Sheffield. It's a fine place. That's why we paid it the backhanded compliment you seem unable to understand. If Sheffield's so great, why are you so touchy about it? Got something to hide, have you? Eh? Eh?

'NINTENDO ARE BONKERS'

✎ I own a SNES with a collection of games and I'm beginning to think that Nintendo are bonkers.

Over the last six months there has been a sudden rise in the popularity of the Japanese role playing game, this is mainly due to manga and the coverage through magazines such as *Super Play* and *Manga Mania* of the new genre.

Looking at the success of *Zelda III* alone in Britain and the appeal of games like *Legend Of The Mystical Ninja* (*Goemon*) on import it makes me wonder why more role playing games aren't released here in Britain?

The best-selling SNES game in Japan is *Dragon Quest V*, which out-sold the *Mario* games as well as the infamous *Street Fighter II*. Even though it has been out more than a year in Japan there is no evidence of plans to release it here in Britain.

If the British SNES owner is given the chance to play these sort of games, they will create a demand for them, if not a market, so they are destined to sell.

Breath Of Fire, *Secret Of Mana*, *King's Quest V* and *Dragon Quest V* – with decent ad campaigns – would sell the SNES in bucket-loads.

This is one of many problems for Nintendo. They really should consider games at a lower price, because more people will buy them. Also, like Sega, they should consider re-releasing the older SNES titles at a lower price, for example: *Super Mario World* for £20, *Super Mario Kart* for £20 and *Street Fighter II* for £25. Clever marketing tactics like this would end the console battle with Sega and then we would be ready for the Nintendo CD dream machine.

Yours sincerely,
Neil Pemberton,
Cannock, Staffordshire.

Nice idea. The reason all this doesn't already happen is that market research indicates that us Westerners aren't, on the whole, as interested in that sort of game. Of course, if the adventures were pushed more here, they'd sell more and perhaps might become a minor cult. It's not up to Japanese companies to sell RPG games here; that is handled by Western marketing people, who are just beginning to perceive a demand for this type of game.

'MY MOTHER IS TOTALLY ADDICTED'

✎ Dear *Super Play* team, please help me, I crave advice. You see, the problem is that ever since I purchased *Nigel Mansell's World Championship* my mother has been totally addicted to it! She sits there for ages and ages continually repeating the words: 'I am Nigel Mansell'. I wouldn't ask you and all that, but I myself like the game too. Is there anything I can do?

Please help.

Yours faithfully,
Simon Bell, Peterborough.

Has it occurred to you that she might be telling the truth? She might actually *be* Nigel Mansell. Here's how to check: does she a) talk in a monotone, b) walk with a pronounced limp, or c) play golf on her own private island? If two of the answers are yes, then you've got a Nigel Mansell relation. Scrounge some cash immediately.

'HIGHLIGHTS'

PPPS Please tell me if you know of any good importers around Bingley.

Thanks,
W Bootland, Hexham, Northumberland.

Try looking in our classified advertisement pages.

Can I subscribe and receive it [*Super Play*] in a decent way and without years of delay?

We love you,
Daniele Balestrier, Italy.

Turn to page 96 of this issue, fill in the form, enclose a cheque/direct debit form and send it all to the address quoted. It's as easy as that.

I had to write and let you know that I have found and completed the 9th level on *Super Mario All Stars: The Lost Levels*!

Best wishes from a happy soul,
Matthew Woolley,
Morden, Surrey.

Anyone else want to share their achievement with us?

I can't read Japanese you see because I'm Cantonese!

Yours faithfully,
Mark 'KC' Wan,
Wolverhampton.

Eh?

All that stuff about Chun Li's natural dad, and that Bison is her step-dad. Is it true?

Mohammed Aly Khan,
Wembley.

Aaaargh! Look, enough is enough, OK?

'HAVE YOU HEARD?'

✎ Have you heard of machines called Game Doctors? These are widely available where I live, in the Far East. They enable you to purchase SNES games inexpensively by copying them onto a normal 3½" disk. Why can't you find one in the UK? Some people don't bother buying cartridges any more back home!

Yours till the kitchen sinks,
A L Lim,
London.

Phew. More illegality. If these copying things really do become widespread then it's goodbye to the SNES. Why should a software producer spend ages and thousands of pounds on creating a game which will sell one copy, but be ripped off by millions of other people? To counter these copiers, many software houses are putting security bits and bobs into their carts, so in the future you won't even be guaranteed of being able to copy good games anyway.

'FOOTBALL CRAZY'

✎ I was just reading issue 16 of your excellent mag, and I came to the part on page 22 titled 'Onward Virgin Strikers'. In the caption you asked what 'Gooooaaaaalaccio' means. I presume you got this from the Italian football, when the commentator screams this.

It is in fact 'Goal Lazio' and also what commentators shout when Lazio score, so if Milan were to score, they would shout 'Goal Milano'.

Hope that's convincing enough for a prize.

Bye,
David Whelon,
Colwyn Bay, Clwyd.

There's an awful lot of confusion about this. We received a letter from Marcus Key of Finchley, who said that it was 'Goalasso', which means 'Goal! At last!' When we asked Frank Bartucca, the rather Italian Art Assistant of our sister mag, *Amiga Format*, he said he thought it was 'Goal! Lazio!'. So unless anyone else *knows* better, *Super Play* (and David) says it's 'Goal! Lazio!' Okay? Oh, and a pen's on its way to you David.

'HAVE YOU HEARD?'

✎ Having just read issue 15 (and seen my letter in Playback!), I hope I can be of some help. In Zy Nicholson's review of *Art Of Fighting* he couldn't find a parallel between Ryo's Fireball Flying Kick and any move in *Street Fighter II*.

There may be no such move in *SFII*, but that kick does look uncannily like one of Terry Bogard's special moves in *Fatal Fury*. Imitation... as they say.

Ciao,
Sean O'Neill,
London.

Rip off, more like.

KINDLY LEAVE THE STAGE

In all the months we've run this column we've never sent out a T-shirt. Why? Because the jokes you send in are so crap.

Q How do you hire a horse?
A Put four bricks under him.

D Vader,
Tonypandy, Wales.
1/10

Q What do you call a nun with a washing machine on her head?
A Sister Matic.

Rob Hiscox,
Solihull, West Midlands.
0/10

Get 5/10 or above and you win yourself a stupendous *Super Play* T-shirt.

Kindly Leave The Stage, *Super Play*, 30 Monmouth St, Bath BA1 2BW.

DO WRITE!

If you've got something to say and want to see your name in print, then what are you waiting for?

PLAY BACK, SUPER PLAY, 30 MONMOUTH STREET, BATH BA1 2BW.

BACK ISSUES

ISSUE 4

Special chips in carts, *Star Wars*, *Human Grand Prix*, and tips to *Actraiser* and *Another World*.

ISSUE 5

A CES report, multi-player fun, *Assault Suits Valken*, *Tiny Toons* and a *Desert Strike* guide.

ISSUE 6

Starfox previewed, Japanese comics revealed, a giant *Starfox* poster and *Street Fighter II* tips.

ISSUE 7

Loads on RPGs, joysticks and pads, *Starfox* reviewed and a *Mickey Mouse* guide.

ISSUE 8

Behind the scenes with Bullfrog, *Nigel Mansell* and a driving special and *Pop'n Twinbee*.

ISSUE 9

SFII Turbo, *Super Bomberman* and *Alien*^{3}, game music CDs and *Pugsley's Scavenger Hunt*. Cor!

ISSUE 10

All the new games from the CES, plus *Final Fight 2*, *Shadowrun*, *Striker* and fixing your SNES.

ISSUE 11

Super Mario Collection, *Street Fighter II Turbo* and *Mortal Kombat* reviewed. Hurrah!

ISSUE 12

An RPG special, reviews of *Zombies* and *Yoshi's Safari* and part one of our *All Stars* guide.

ISSUE 13

A football special, *Jurassic Park*, *Top Gear* and *Lamborghini* reviewed and third-party politics.

ISSUE 14

NIntendo's pricing policies, the horror of anime, *Sky Blazer* and *Plok!* reviewed – and more!

ISSUE 15

What's in store for '94, *Aladdin* reviewed and a *Jurassic Park* Super Player's Guide. Wow!

ISSUE 16

Rik Mayall and those Nintendo ads, a stereo sound special and *R-Type III* reviewed. Amazing!

Don't despair! Order a back issue of the mag you missed.

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WHAT CART?

NAME, PUBLISHER	%	BRIEF DESCRIPTION

KEY The guide to *Super Play*'s percentage scoring method.

90-100% Why haven't you got all these? Go on – buy them!

70-89% Now these are worth considering, definitely.

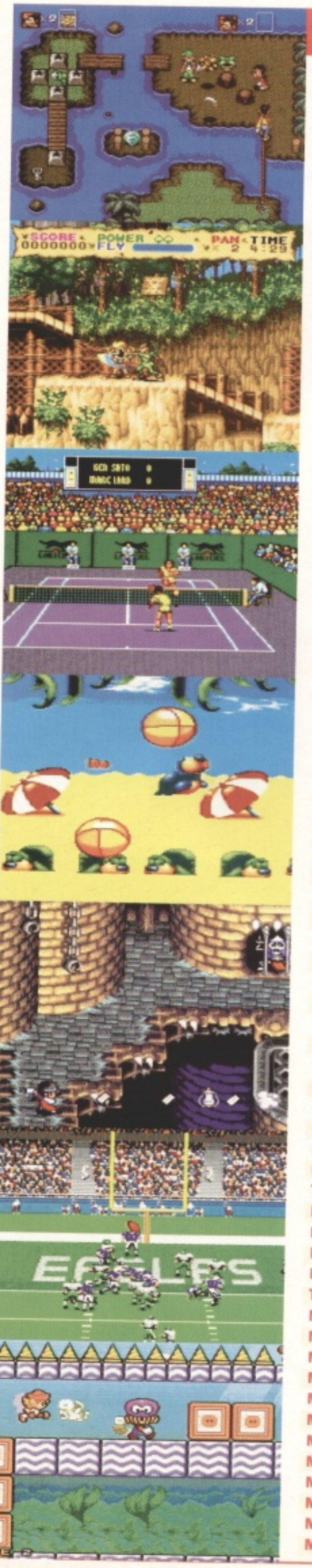
0-69% Most of these are best left on the shelf, we reckon.

ACROBAT MISSION (JAP) *Teichiku*	**38%**	Despicably feeble vertically scrolling blaster. Avoid.
ACTION PACHIO (JAP) *Coconuts Japan*	**42%**	Boring and slow *Sonic* lookalike.
ACTRAISER (JAP/US/UK) *Enix/Quintet*	**90%**	Great combination of strategy and platform action.
ACTRAISER 2 (JAP) *Enix*	**69%**	Flashy presentation, but a disappointing step backwards.
THE ADDAMS FAMILY (JAP/US/UK) *Ocean*	**82%**	Enjoyable mix of puzzle, adventure and shoot -'em-up.
THE ADDAMS FAMILY 2 (JAP/US/UK) *Ocean*	**90%**	Huge, gorgeous-looking and fun platformer.
AEROBIZ (US) *Koei*	**69%**	Well-presented but over-serious airport management sim.
AERO THE ACROBAT (UK) *Marubeni*	**84%**	Fun platformer with functional graphics and huge levels.
ALADDIN (UK) *Capcom*	**81%**	Great to look at and very involving, but it's over too quickly.
ALFRED CHICKEN (UK) *Mindscape*	**83%**	Platformer with packed levels and a great central character.
ALIEN³ (US/UK) *Acclaim*	**84%**	Big and accurate movie conversion with great cosmetics.
ALIENS VS PREDATOR (JAP) *IGS*	**28%**	Unoriginal beat-'em-up with neat concept but dire gameplay.
AMAZING TENNIS (JAP/US) *Absolute Entertainment*	**80%**	Looks nice, but the graphics restrict your view of the action.
AMERICAN GLADIATORS (US) *Gametek*	**16%**	Very sad attempt at reproducing the tacky gameshow.
ANOTHER WORLD (UK) *Interplay*	**81%**	Superb graphics and varied action, but it's a bit short.
ARCANA (JAP/US) *HAL*	**65%**	RPG which sounds good in principle but is dull in practice.
ARCUS ODYSSEY (US) *Renovation*	**57%**	Bodged RPG/shoot-'em-up with virtually no gameplay.
AREA 88 (JAP) *Capcom*	**91%**	Exciting and brilliantly designed scrolling shooter.
ART OF FIGHTING (JAP) *Takara*	**56%**	Dull, unbalanced beat-'em-up with flat backgrounds.
ASSAULT SUITS VALKEN (JAP) *NCS Masiya*	**91%**	A brilliant, Japanesey shoot-'em-up with lovely graphics.
ASTERIX (UK) *Infogrames*	**70%**	An unoriginal but bright and cheerful platformer.
ASTRAL BOUT (JAP) *A-Wave*	**40%**	Decent-looking wrestling game with dodgy gameplay.
AUGUSTA MASTERS 3D GOLF (JAP) *T&E Soft*	**79%**	Graphically good golf game which plays okay.
AXELAY (JAP/US/UK) *Konami*	**85%**	Uninventive gameplay, but the graphics are gorgeous.
BART'S NIGHTMARE (JAP/US/UK) *Acclaim*	**86%**	Challenging, pretty and funny collection of sub-games.
BATMAN RETURNS (JAP/US/UK) *Konami*	**87%**	Straightforward but beautifully realised movie licence.
BATTLEBLAZE (JAP/US) *Sammy Corp*	**42%**	Beat-'em-up which looks and sounds okay but plays awful.
BATTLE CLASH (US/UK) *Nintendo*	**48%**	Super Scope game with a fatal lack of variety.
BATTLE GRAND PRIX (JAP/US) *Naxat*	**56%**	Cumbersome driving game with an unhelpful overhead view.
BATTLETOADS DOUBLE DRAGON (US) *Tradewest*	**37%**	A simple and incredibly boring scrolling beat-'em-up.
BATTLETOADS IN BATTLEMANIACS (US) *Tradewest*	**80%**	A fun beat-'em-up with loads of moves and great animation.
BEST OF THE BEST (JAP/US/UK) *Electro Brain*	**50%**	The kick-boxing action here will soon get tedious.
BIG RUN (JAP) *Jaleco*	**34%**	Driving game with dire graphics and virtually no gameplay.
BIO METAL (JAP) *Athena*	**71%**	Unoriginal and marred by slow-down, but can be challenging.
BIRDIE TRY (JAP) *Toho*	**28%**	Truly terrible golf game with an appalling Mode 7 course.
BLAZEON (JAP/US) *Atlus*	**42%**	Crude and jerky horizontal scroller.
THE BLUES BROTHERS (JAP/US) *Titus*	**68%**	Fairly nice platform romp with a spurious film connection.
BOB (US/UK) *Electronic Arts*	***54%***	Awkward-to-control and average-looking platformer.
BOMBUZAL (JAP/US) *Kemco*	**48%**	Well-designed puzzler with dull graphics and gameplay.
BOXING LEGENDS OF THE RING (UK) *Electro Brain*	**87%**	Fab boxing game with lots of variety and knockout graphics.
BRASS BOSS (JAP) *Lazersoft*	**56%**	Decent graphics, but basically just another beat-'em-up.
BRETT HULL HOCKEY (UK) *Accolade*	**78%**	A competent, well-constructed and enjoyable game.
BUBSY (US) *Accolade*	**77%**	Pretty and playable, if unadventurous, platformer.
BULLS VS BLAZERS (JAP/US) *Electronic Arts*	**83%**	Good, solid basketball game with the emphasis on accuracy.
CACOMA KNIGHT (JAP/US) *Datam*	**36%**	Tedious *Qix* copy with attractive graphics but little substance.
CALIFORNIA GAMES II (JAP/US) *DTMC*	**22%**	Multi-event sport 'sim' with stupid games and poor graphics.
CAL RIPKIN JR BASEBALL (US/UK) *Mindscape*	**70%**	Atmospheric but awkward to play and ultimately boring.
CAMELTRY (JAP) *Taito*	**52%**	Ball-in-maze-type puzzler which is too easy.
CAPTAIN AMERICA (UK) *Mindscape*	**30%**	Beat-'em-up with duff graphics and crap collision detection.
CAPTAIN TSUBASU 3 (JAP) *Tecmo*	**?%**	Football management, Japanese style. Impossible to judge.
CAVEMAN NINJA 2 (JAP) *Data East*	**58%**	*Joe And Mac* sequel with fiddly gameplay and titchy sprites.
CB WARS (JAP) *Banpresto*	**?%**	Anime-style scrolling beat-'em-up. Impossible to judge.

SUPER PLAY'S GAME LIBRARY

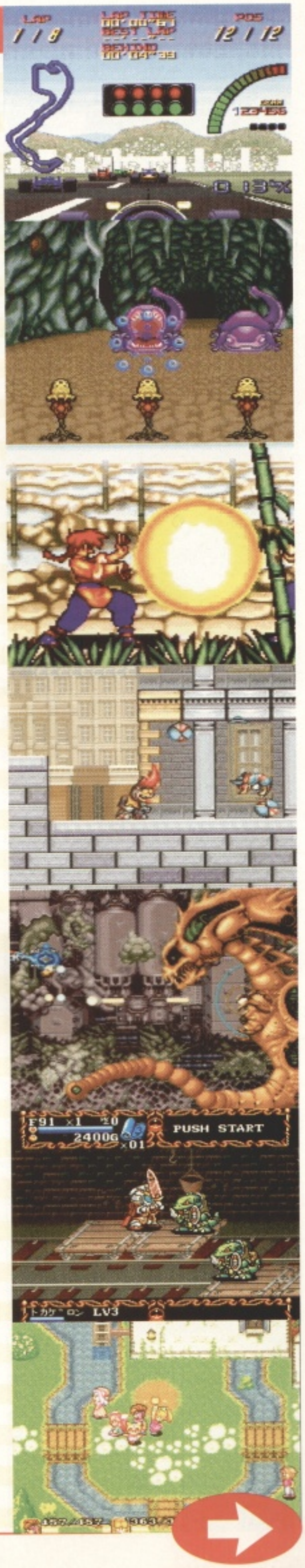
Ever conscious of the need to keep well ahead of the crowd, we've improved our new, improved What Cart? even further this month by using colours to indicate the worth of a game. Which means that *Super Play*'s quick reference guide to all the Super Nintendo games in the universe (well, almost) is an even quicker reference guide. Just run your finger down the percentage scores and stop at the red or blue ones. These are the SNES games that no self-respecting collection should be without.

NAME, PUBLISHER	%	BRIEF DESCRIPTION
CHAMPIONSHIP POOL (UK) *Mindscape*	78%	If you must play pool on the SNES, this is the game to have.
CHESSMASTER (US/UK) *Mindscape*	55%	It plays chess, all right, but the interface is badly designed.
CHESTER CHEETAH (JAP/US) *Kaneko*	58%	Bright, colourful platform game which lacks challenge.
CHUCK ROCK (US/UK) *Sony Imagesoft*	61%	Imaginatively-designed platform game which soon gets dull.
CLAY FIGHTER (UK) *Interplay*	85%	Lovely graphics which the gameplay can't quite match.
CLAYMATES (US/UK) *Interplay*	79%	Innovative and fun beat-'em-up, but it's too easy to finish.
CLIFFHANGER (UK) *Sony Imagesoft*	22%	A fourth rate and wholly derivative game.
CLUE (US) *Parker Brothers*	46%	Unnecessary conversion of the *Cluedo* board game.
COMBAT BASKETBALL (JAP/US) *Hudson Soft*	26%	Plodding Amiga-derived *Speedball* clone.
COMBATRIBES (JAP/US) *Technos*	57%	Dull platform blaster with no imaginative levels or weapons.
CONTRA 3 (US)/CONTRA SPIRITS (JAP) *Konami*	90%	Superb platform blaster with excellent two-player action.
COOL SPOT (US) *Virgin*	82%	Looks snazzy, but the platforming fun is short-lived.
COOL WORLD (US/UK) *Ocean*	52%	Gorgeous film-based graphics, but where's the gameplay?
COSMO GANG (JAP) *Namco*	70%	Fun two-player shoot-'em-up, but infinite continues spoil it.
COSMO GANG: THE PUZZLE (JAP) *Namcot*	58%	Colourful *Tetris*-inspired puzzler that soon gets dull.
CYBERNATOR (US) *NCS Masiya*	91%	See *Assault Suits Valken*.
DAFFY DUCK (UK) *Sunsoft*	65%	Nice-looking and quite fun to play, but it's too derivative.
DARIUS FORCE (JAP) *Taito*	70%	Loads of baddies but a curious lack of weapons.
DARIUS TWIN (JAP/US) *Taito*	74%	Nice-looking shooter, but it lacks challenge and levels.
DEAD DANCE (JAP) *Jaleco*	78%	Beat-'em-up with oodles of moves and well-balanced fighters.
DESERT STRIKE (JAP/US/UK) *Electronic Arts*	90%	Addictive overhead-view strategic shoot-'em-up.
DEVIL'S COURSE (JAP) *T&E Soft*	80%	The craziest golf game you're ever likely to see. Quite fun.
D FORCE (JAP/US) *Asmik*	22%	Possibly the worst blaster on the SNES. Disgraceful.
DINOSAURS (JAP/US) *Irem*	83%	Too-easy platformer with fab graphics and lots of humour.
DIRTY CHALLENGER (JAP) *Yutaka*	34%	Yet another dire wrestling game with unimpressive moves.
DORAEMON: WORLD OF FAIRIES (JAP) *Epoch*	56%	Cute-looking RPG with little gameplay under the surface.
DR FRANKEN (UK) *Elite*	58%	Unengaging, unoriginal platformer with sluggish gameplay.
DRACULA KID (JAP) *Naxat*	82%	An imaginative and very cute platform game.
DRAGON BALL Z (JAP) *Bandai*	?%	RPG with some combat scenes. Impossible to judge.
DRAGON BALL Z (JAP) *Bandai*	73%	Original beat-'em-up with lots of moves and fab graphics.
DRAGON QUEST V (JAP) *Enix*	?%	Sprawling RPG with primitive graphics. Impossible to judge.
DRAGON'S LAIR (US/UK) *Elite*	82%	Dreamy looks and great gameplay, but can be frustrating.
DRAKKHEN (JAP/US/UK) *Kemco*	64%	Boring RPG with okay graphics but an awful combat system.
DREAM PROBE (US) *Riot*	33%	Bland platform beat-'em-up with lots of Japanese text.
DUNGEON MASTER (US) *JVC*	88%	Inventive, packed with detail and great fun to play.
EARTHLIGHT (JAP) *Hudson Soft*	?%	Space strategy game with Jap text. Impossible to judge.
ELFARIA (JAP) *Hudson Soft*	?%	Great sprites, but lots of Jap text. Impossible to judge.
EVIL SWORD (JAP) *Datam Polystar*	55%	Colourful, bizarre and not very exciting slice-'em-up.
EVO: SEARCH FOR EDEN (US) *Enix*	47%	Evolution sim with graphics that could try harder.
EXHAUST HEAT II (JAP) *Seta*	83%	Fast, fun racing game with nice parallax but some judder.
EXTRA INNINGS (US) *Sony Imagesoft*	64%	Baseball game with cute characters and slick action.
F-1 EXHAUST HEAT (JAP/US/UK) *Ocean/Seta*	69%	3D racer with small cars and little warning of corners.
F1 POLE POSITION (UK) *Ubi Soft*	83%	Weird controls and average graphics, but the driving is great.
F1 GRAND PRIX PART II (JAP) *Video System*	52%	Viewed-from-above racer which is only fun if you persevere.
FACEBALL 2000 (JAP/US) *Bullet-Proof Software*	54%	Slow, jerky and confusing 3D maze shoot-'em-up.
FAMILY DOG (US/UK) *THQ*	39%	Dull and frustrating platformer with unwieldy controls.
THE FANG OF EDO (JAP) *Micro World*	49%	This scrolling slash-'em-up looks okay but is boring.
FATAL FURY (JAP/US) *Takara*	76%	*SFII* copy which looks good and plays fine.
FINAL FANTASY II (US) *Squaresoft*	86%	Graphically basic, but lovely music and an involved quest.
FINAL FANTASY IV (JAP) *Squaresoft*	86%	See *Final Fantasy II*.
FINAL FANTASY V (JAP) *Squaresoft*	?%	Popular RPG with Japanese text. Impossible to judge.
FINAL FANTASY: MYSTIC QUEST (US) *Squaresoft*	79%	Role-playing for beginners. Fun, involving and cheap.
FINAL FIGHT (JAP/US/UK) *Capcom*	86%	Brilliant graphics and lots of variety, but no two-player mode.
FINAL FIGHT 2 (JAP) *Capcom*	75%	As above, with a two-player mode but without the challenge.
FINAL FIGHT GUY (JAP) *Capcom*	83%	Pointless *Final Fight* sequel with a new main character.
FIRE DODGEBALL (JAP) *Sunsoft*	45%	Based on an imaginary sport, this is basic and unrewarding.
FIRST SAMURAI (UK) *Kemco*	80%	Platform beat-'em-up with loads of playability.
FLASHBACK (UK) *Sony Imagesoft*	91%	A bit linear, but it's very involving and the graphics are great.
FLYING HERO: BUGLE'S BIG ADV (JAP) *Sofel*	68%	Likeable blaster which doesn't really stand out.
FORTRESS OF FURY (JAP) *Jaleco*	68%	Nice graphics but slow and unimaginative gameplay.
F-ZERO (JAP/US/UK) *Nintendo*	86%	Fast and smooth racing game with bland scenery.



NAME, PUBLISHER	%	BRIEF DESCRIPTION
GEORGE FOREMAN'S BOXING (US/UK) *Acclaim*	18%	Tedious, limited and almost static boxing game.
THE GHOST OF KITARO (JAP) *Bandai*	61%	Pretty but odd scrolling shoot-/beat-'em-up.
GOAL (US) *Jaleco*	69%	Lots of detail, but the scrolling is too jerky.
GODS (US/UK) *Mindscape*	74%	Long-lasting platform shooter with added puzzles.
GOLDEN FIGHTER (JAP) *Culture Brain*	42%	Rubbish-looking, -playing and -sounding *SFII* rip-off.
GOOF TROOP (US) *Capcom*	69%	Puzzler starring Goofy which is fun for a while but too easy.
GP-1 (US) *Atlus*	62%	Motorbike racing game which is nothing like the real thing.
GPX CYBER FORMULA (JAP/US) *Takara*	70%	Average but enjoyable top-view racer with an anime bias.
GRADIUS III (JAP/US) *Konami*	82%	The fab sound and lush graphics are marred by slow-down.
GUNDAM F-91 (JAP) *Bandai*	?%	Strategy-based blaster. Impossible to judge.
GUNFORCE (JAP/US) *Irem*	59%	Platform blaster which is mediocre in all departments.
HARLEY'S HUMUNGOUS ADVENTURE (US/UK) *EA*	69%	Fairly imaginative platformer with sub-standard graphics.
HAT TRICK HERO (JAP/US) *Taito*	66%	Fast football sim which is only any fun in two-player mode.
HIT THE ICE (US) *Taito*	58%	Ice hockey game with added brawling. A bit shallow.
HOLE-IN-ONE GOLF (JAP/US) *HAL*	68%	User-friendly and nice-looking, if not very realistic.
HOME ALONE (JAP/US/UK) *THQ*	36%	Movie cash-in with banal gameplay and hopeless graphics.
HOME ALONE 2 (US/UK) *THQ*	32%	Much the same as above, but, er, worse.
HOOK (US/JAP) *Sony Imagesoft*	72%	Gorgeous-looking licence which is too slow and too easy.
HUNT FOR RED OCTOBER (US) *Hi Tech Expressions*	25%	Extremely repetitive, waterlogged shooter.
HUMAN GRAND PRIX (JAP) *Human*	82%	Fast and realistic racer, although the control system's odd.
HYPERZONE (JAP/US) *HAL*	30%	Tedious 3D space shoot-'em-up with a bit of Mode 7.
THE INCREDIBLE CRASH DUMMIES (UK) *Acclaim*	41%	Unimpressive presentation and repetitive gameplay.
IMPERIUM (JAP/US) *Vic Tokai*	40%	Sad, old-fashioned shoot-'em-up featuring robot suits.
INTERNATIONAL TENNIS TOUR (JAP) *Micro World*	69%	Plays a decent game of tennis, but other games are better.
THE IREM SKINS GAME (JAP/US/UK) *Irem*	83%	Golf game which looks nice but isn't particularly accurate.
JACK NICKLAUS GOLF (US) *Tradewest*	62%	Ruined by slow scenery redraw and unfriendly controls.
JAKI CRUSH (JAP) *Naxat*	74%	Pinball with a slow ball and a badly-designed table.
JAMES BOND JR (US/UK) *THQ*	29%	Platform blaster with poor graphics and crap gameplay.
JAMES POND'S CRAZY SPORTS (UK) *Storm*	53%	Good-looking collection of tedious 'sports'.
JAPANESE PRO WRESTLING (JAP) *Human*	78%	Four-player sim with a fair degree of realism.
JEOPARDY (US) *Gametek*	15%	Just as appalling as the original gameshow.
JERRY BOY (JAP/US) *Sony Imagesoft*	54%	Well-designed main sprite but run-of-the-mill gameplay.
JIMMY CONNORS' TENNIS (US/UK) *Ubi Soft*	88%	Tennis with added four-player antics. Great fun.
JOE AND MAC (JAP/US/UK) *Data East/Elite*	72%	Colourful graphics but repetitive music and gameplay.
JOHN MADDEN FOOTBALL (JAP/US) *Electronic Arts*	79%	Fast enough, but the graphics are flat and jerky.
JOHN MADDEN FOOTBALL '93 (JAP/US/UK) *EA*	83%	Cosmetic improvements make this a much better game.
JURASSIC PARK (UK) *Ocean*	89%	Huge film-based explore-'em-up with lots to do.
KA-BLOOEY (US) *Kemco*	48%	See *Bombuzal*.
KAWASAKI CARIBBEAN CHALLENGE (US) *Gametek*	20%	Crap motorbike-racing game with abysmal graphics.
KEVIN KEEGAN'S PLAYER MANAGER (UK) *Anco*	59%	Find out how dull football management really is.
KICK OFF (JAP/UK) *Anco/Imagineer*	52%	Very flawed but reasonably playable with two people.
KIKIKAIKAI (JAP) *Natsume*	88%	Weird but enjoyable shoot-'em-up with superb graphics.
KING ARTHUR'S WORLD (US/UK) *Jaleco*	83%	Enjoyable mouse-based platformer with a medieval slant.
THE KING OF RALLY (JAP) *Meldac*	39%	Dull-looking 3D race-'em-up with a lack of opponents.
KING OF THE MONSTERS (JAP/US) *Takara*	79%	Giant-sized beat-'em-up which is too dull to be fun.
KITARO'S GHOST (JAP) *Bandai*	58%	Cute graphics, but the platform action is too hard.
KOSHIYEN 2 (JAP) *KAC*	60%	Bog-standard baseball game with nice, Japanesey looks.
KRUSTY'S SUPER FUN HOUSE (US/UK) *Acclaim*	79%	Unusual blend of puzzling and platforms.
KUNIO KEN (JAP) *Technos*	?%	Mix of beat-'em-up and adventure. Impossible to judge.
LAGOON (JAP/US/UK) *Kemco*	56%	Frustrating and rather dull role-player.
LAST ACTION HERO (UK) *Sony Imagesoft*	21%	A very poor scrolling beat-'em-up.
LAST FIGHTER TWIN (JAP) *Banpresto*	59%	Side-on beat-'em-up with nice looks but limited gameplay.
LAMBORGHINI AMERICAN CHALLENGE (UK) *Titus*	73%	Neat racer with dull graphics and an odd difficulty curve.
THE LAWNMOWER MAN (UK) *Storm*	77%	Nice 3D sections mixed with some dull platform ones.
LEGEND OF SUCCESS JOE (JAP) *KAC*	49%	Boxing game with basic graphics and not enough moves.
LEGEND OF MYSTICAL NINJA (JAP/US/UK) *Konami*	90%	RPG/platformer with fab graphics and a real challenge.
LEMMINGS (JAP/US/UK) *Sunsoft*	86%	One of the most ingenious and addictive games ever.
LETHAL WEAPON (US/UK) *Ocean*	57%	Unadventurous platform shoot-'em-up.
THE LOST VIKINGS (US/UK) *Interplay*	84%	Well-designed mixture of strategy and platforms.
MACROSS (JAP) *Zamuse*	87%	Anime blaster with scrumptious looks and lots of variety.
MADDEN NFL '94 (JAP) *Electronic Arts*	85%	An American football game that's worth buying.
MAGICAL GUY ADVENTURE (JAP) *Bandai*	62%	Entertaining platformer with cute sprites and backdrops.
MAGIC SWORD (JAP/US/UK) *Capcom*	58%	Dreadful slash-'em-up with appalling animation.
MARIO & WARIO (JAP) *Nintendo*	70%	This mouse-driven puzzler is absorbing but too easy.
MARIO IS MISSING (UK) *Mindscape*	70%	'Edutainment' game aimed at younger players.
MARIO PAINT (JAP/US/UK) *Nintendo*	55%	Limited, crude art package – with no print option!
MECAROBOT GOLF (US) *Toho*	37%	Idiosyncratic and dull golf game featuring – yes – robots.
MECH WARRIOR (JAP/US) *Activision*	63%	Armour-plated platform blaster which lacks imagination.
METAL JACKET (JAP) *Atlus*	20%	Stilted animation and inept gameplay. Rubbish.
MICKEY'S MAGICAL QUEST(JAP/US/UK) *Capcom*	89%	Polished platformer with stunning looks but no challenge.
MIGHT & MAGIC II (UK) *Elite*	43%	Tedious RPG with little depth or gameplay.

NAME, PUBLISHER	%	BRIEF DESCRIPTION
MONOPOLY (JAP/US) *Parker Brothers*	40%	Why bother when the board game's cheaper?
MORTAL KOMBAT (UK) *Acclaim*	81%	No gore and fewer moves, but still a great game.
MR NUTZ (UK) *Ocean*	86%	Cute 'n' colourful graphics and slick programming.
MUSYA (JAP/US) *Datam*	24%	Don't be fooled by the nice backdrops – this is crap.
NAMCOT OPEN (JAP) *Namco*	80%	Nice golf sim with fast and efficient graphics.
NBA ALL-STAR CHALLENGE (JAP/US) *LJN*	59%	Nicely presented and realistic basketball sim.
NBA SHOWDOWN (US) *Electronic Arts*	89%	Plays a fast and satisfyingly violent game of basketball.
NFL FOOTBALL (US) *Konami*	76%	Lots of special effects, but a limited amount of control.
NHLPA HOCKEY (US/UK) *Electronic Arts*	87%	Nice ice hockey sim, although the graphics are jerky.
NIGEL MANSELL F1 CHALLENGE (JAP) *Infocom*	85%	Good, fast, high-quality racing action.
NOLAN RYAN'S BASEBALL (JAP/US) *Romstar*	73%	A slick sim with slightly tricky controls.
NORTH STAR KEN V (JAP) *Toei*	?%	Crap-looking RPG. Impossible to judge.
NORTH STAR KEN 6 (JAP) *Toei*	42%	*SFII* clone with huge sprites but little action.
ON THE BALL (US) *Taito*	52%	See *Cameltry*.
OPERATION LOGIC BOMB (US) *Jaleco*	68%	See *Fortress Of Fury*.
OTHELLO WORLD (JAP) *Tsukuda*	52%	Plays a faithful game of *Othello*, but why bother?
OUTLANDER (US/UK) *Mindscape*	28%	Useless blaster with a bit of driving thrown in.
OUT TO LUNCH (UK) *Mindscape*	84%	Big, cute, cleverly animated and challenging platformer.
PALADIN'S QUEST (US) *Enix*	62%	Not a bad little RPG, but buy *Secret Of Mana* instead.
PAPER BOY 2 (US/UK) *Mindscape*	22%	Deliver newspapers and avoid the obstacles. And that's it.
PEBBLE BEACH GOLF LINKS (JAP/US/UK) *T&E*	82%	Fun and extremely accurate sim for up to three players.
PGA TOUR GOLF (JAP/US/UK) *Electronic Arts*	60%	Slick presentation but below-par playability
PHALANX (JAP/US) *Kemco*	70%	Unremarkable scrolling shoot-'em-up with nice graphics.
PILOT WINGS (JAP/US/UK) *Nintendo*	92%	Looks good and is a real test of hand-eye co-ordination.
PIPEDREAM (JAP) *Bullet-Proof Software*	66%	Well turned-out puzzle which gets boring fast.
PITFIGHTER (US/UK) *THQ*	14%	Laughably bad beat-'em-up 'action'.
PLOK! (US) *Tradewest*	90%	Cute platformer which is fun enough to stand out.
POCKY & ROCKY (US) *Natsume*	88%	See *Kikikaikai*.
POP'N TWINBEE (JAP/US/UK) *Konami*	84%	Ultra-cute blaster with rather weak gameplay.
POPULOUS (JAP/US/UK) *Imagineer*	85%	Great god-game which may get boring after a while.
POWER ATHLETE (JAP) *Kaneco*	49%	This beat-'em-up contains nothing special.
POWERMONGER (UK) *Imagineer*	77%	You'll need a lot of patience for this involving adventure.
POWER MOVES (US) *Kaneco*	49%	See *Power Athlete*.
PRIME GOAL (JAP) *Namco*	75%	A great game of soccer, spoilt by its lack of speed.
PRINCE OF PERSIA (JAP/US/UK) *Konami*	89%	Tough, pretty and wonderful to play. A classic.
PRO BASEBALL LEAGUE '93 (JAP) *Sony*	77%	Cute characters, slick animation and some neat extras.
PRO QUARTERBACK (US) *Tradewest Sports*	62%	Nice Mode 7 graphics but very little else.
PRO SOCCER (JAP) *Imagineer*	27%	Crude graphics and Graham Taylor-esque gameplay.
PSYCHO DREAM (JAP) *Riot*	33%	See *Dream Probe*.
PUSHOVER (US/UK) *Ocean*	78%	Basic domino-toppling puzzler with lots of short-term fun.
Q*BERT 3 (JAP/US) *NTVIC*	67%	Nostalgia value alone isn't enough to make this fun.
RACE DRIVIN' (US/UK) *THQ*	35%	Badly programmed racer with nasty 3D graphics.
RAIDEN DENSETSU (JAP) *Toei*	54%	This shoot-'em-up is too slow to provide any excitement.
RAIDEN TRAD (US) *Toei*	54%	See *Raiden Densetsu*.
RAMPART (US) *Electronic Arts*	79%	Primitive-looking but fun puzzler. Great with two players.
RANMA 1/2 (JAP) *NCS Masiya*	75%	Neat anime beat-'em-up with mismatched characters.
RANMA 1/2 PART TWO (JAP) *NCS Masiya*	73%	Good-looking characters, but it's far too easy.
REDLINE F1 RACER (US) *Absolute*	49%	Okay graphics, but almost impossible to play.
THE REN & STIMPY SHOW: 'VEEDIOTS' (UK) *THQ*	47%	Nice graphics, dull gameplay and incomprehensible gags.
RIVAL TURF (JAP/US/UK) *Jaleco*	58%	Simultaneous two-player action, but repetitive baddies.
ROAD RIOT 4WD (US/UK) *THQ*	20%	This split-screen racer is primitive in every respect.
ROAD RUNNER (JAP/US/UK) *Sunsoft*	42%	Faithful to the cartoon, but the gameplay is simplistic.
ROBOCOP 3 (US/UK) *Ocean*	50%	Far too difficult and often ridiculously unfair.
ROBOCOP VS TERMINATOR (UK) *Virgin*	27%	Apart from the graphics, this is shabby beyond belief.
THE ROCKETEER (JAP/US) *IGS*	33%	Lovely graphics, but there's little audience participation.
ROCK 'N' ROLL RACING (UK) *Interplay*	88%	Very challenging and lots of fun to play.
ROCKY RODENT (JAP) *Irem*	50%	Mediocre game with little variety in graphics or gameplay.
ROGER CLEMENS' MVP BASEBALL (US) *Acclaim*	73%	Great animation, but a few problems with the controls.
ROMANCE OF THE 3 KINGDOMS II (JAP/US) *Koei*	55%	Complex but not very interesting strategy game.
RPM RACING (JAP/US) *Interplay*	58%	Fun racer, although the scrolling's a bit rough.
R-TYPE III (JAP) *Irem*	83%	A polished shoot-'em-up with frantic action.
RUN SABER (US) *Atlus*	59%	Pretty backdrops but not much in the way of gameplay.
RUSHING BEAT RUN (JAP) *Jaleco*	60%	Beat-'em-up which is nice to look at but boring to play.
SD DODGEBALL (JAP) *Banpresto*	42%	The worst of the series of dodgeball games.
SD GREAT BATTLE (JAP) *Banpresto*	38%	Crusty arcade adventure with tedious gameplay.
SD GREAT BATTLE III (JAP) *Banpresto*	63%	Cute characters and nice graphics, but lacks depth.
SD GUNDAM (JAP) *Bandai*	?%	RPG with crap graphics and sound. Impossible to judge.
SECRET OF MANA (US) *Squaresoft*	94%	Enormous four-player RPG which looks stunning.
SENSIBLE SOCCER (UK) *Sony Imagesoft*	91%	Utterly realistic sim with great playability. The best.
SEPTENTRION (JAP) *Human*	90%	Atmospheric and playable disaster movie-type game.
THE 7TH SAGA (US) *Enix*	69%	A run-of-the-mill RPG with little to recommend it.



NAME, PUBLISHER	%	BRIEF DESCRIPTION
SHADOWRUN (UK) *Data East*	85%	Scrupulously designed adventure, packed with puzzles.
SHANGHAI 2 (JAP/US) *Activision*	58%	Very basic puzzler that can become addictive.
SIM ANT (JAP) *Imagineer*	?%	Like *Sim City*, but with ants. Impossible to judge.
SIM CITY (JAP/US/UK) *Maxis/Nintendo*	84%	Build the city of your dreams in this absorbing classic.
SIM EARTH (JAP/US) *Imagineer*	34%	This has too much to do and eventually gets tedious.
SKÜLJAGGER (US) *American Softworks*	58%	Lacklustre pirate adventure that's too easy.
SKY BLAZER (UK) *Sony*	78%	A pretty platformer, but too lightweight.
SOLSTICE II: EQUINOX (US/UK) *Sony Imagesoft*	90%	Polished arcade adventure with brill graphics and sound.
SONIC BLAST MAN (JAP/US) *Taito*	69%	Scrolling beat-'em-up with limited longevity.
SOUL BLAZER (JAP/US) *Enix*	89%	Slick and graphically gorgeous *Zelda*-type adventure.
SPACE FOOTBALL (JAP/US) *Triffix*	52%	Short-term thrills only in this strange footy sim.
SPACE MEGAFORCE (US) *Toho/Compile*	87%	Technically wonderful and great-playing shoot-'em-up.
SPANKY'S QUEST (JAP/US) *Natsume*	58%	Bizarre affair involving killing baddies with bubbles. Crap.
SPIDERMAN & THE X-MEN (US/UK) *Acclaim*	72%	Unattractive-looking platformer that won't last.
SPINDIZZY WORLDS (JAP/US/UK) *ASCII*	69%	Clever little arcade puzzler, but it's looking dated now.
STARFOX (JAP/US)/STARWING (UK) *Nintendo*	93%	Absolutely brilliant 3D shoot-'em-up. Get it!
STREET FIGHTER II (JAP/US/UK) *Capcom*	94%	Your SNES is wasted if you haven't got this!
STREET FIGHTER II TURBO (JAP/US/UK) *Capcom*	96%	A faster, better-looking version of the original.
STRIKE GUNNER (JAP/US/UK) *Athena*	65%	Average vertical blaster with wallpaper-like backgrounds.
STRIKER (UK) *Elite*	89%	Easy-to-play footy sim that's also easy on the eyes.
SUMO SPIRITS (JAP) *Takara*	47%	Fairly realistic, but who cares? It's sumo.
SUNSET RIDERS (UK) *Konami*	87%	Enjoyable two-player blast, but can get repetitive.
SUPER ADV ISLAND (JAP/US/UK) *Hudson Soft*	75%	Attractive backgrounds but simplistic platform gameplay.
SUPER AIR DIVER (UK) *Sunsoft*	51%	Looks good, but the gameplay's too insubstantial.
SUPER ALESTE (JAP/US/UK) *Toho/Compile*	87%	See *Space Megaforce*.
SUPER BACK TO THE FUTURE 2 (JAP) *Toshiba/EMI*	61%	Good graphics and sound but awful controls.
SUPER BASEBALL SIM 1000 (JAP/US) *Culture Brain*	49%	Good pitching and batting but poor graphics.
SUPER BASES LOADED (JAP/US) *Jaleco*	55%	Jerky graphics and limited gameplay.
SUPER BASES LOADED II (JAP/US) *Jaleco*	63%	The same as above, but with, er, a II afterwards.
SUPER BATTER UP (US) *Namco*	53%	Uncontrollable baseball game with garish graphics.
SUPER BATTLETANK (JAP/US/UK) *Absolute*	50%	Some good explosions, but generally boring.
SUPER BIKURI MAN (JAP) *Interbec*	18%	Ridiculously bad beat-'em-up which is far too easy.
SUPER BIRDIE RUSH (JAP) *Data East*	76%	Cartoony golf game which could be more playable.
SUPER BLACK BASS (JAP) *Hot B*	42%	Fancy going fishing on your SNES? You're very sad.
SUPER BOMBERMAN (JAP/UK) *Hudson Soft*	92%	Brilliantly manic four-player maze game.
SUPER BOWLING (JAP/US) *Athena*	48%	Bowling's too boring to make a decent SNES game.
SUPER CASTLEVANIA IV (JAP/US/UK) *Konami*	91%	Huge, atmospheric platformer with great sound.
SUPER CHINESE WORLD (JAP) *Culture Brain*	?%	Basic RPG. Impossible to judge.
SUPER CONFLICT (US) *Vic Tokai*	49%	Boring and outdated hex-based war game.
SUPER CUP SOCCER (JAP) *Jaleco*	69%	See *Goal*.
SUPER DOUBLE DRAGON (JAP/US) *Technos*	68%	Large variety of moves but it looks crap and is too easy.
SUPER DUNKSHOT (JAP/US) *HAL*	84%	Slightly confusing sim with fabulous 3D graphics.
SUPER DUNKSTAR (JAP) *Sammy*	55%	Basketball sim which plays okay but looks primitive.
SUPER EMPIRE STRIKES BACK (JAP/UK) *LucasArts*	71%	Disappointingly unoriginal sequel with lots of slow-down.
SUPER EDF (JAP/US) *Jaleco*	68%	Pretty shoot-'em-up with some boring gameplay.
SUPER F1 CIRCUS (JAP) *Nichibutsu*	74%	Ordinary-looking racer which is fast and feels good.
SUPER F1 CIRCUS (JAP) *Nichibutsu*	74%	Limited-edition version with real Grand Prix names.
SUPER F1 CIRCUS 2 (JAP) *Nichibutsu*	34%	The lack of other cars on the track makes this very dull.
SUPER F1 GRAND PRIX (JAP) *Video System*	44%	Unexciting racer with no two-player mode.
SUPER F1 HERO (JAP) *Varie*	49%	Racer with appalling graphics and no sensation of speed.
SUPER FAMILY TENNIS (JAP) *Namcot*	83%	Polished four-player sim with limited controls.
SUPER FIRE PRO WRESTLING (JAP) *Human*	56%	Dull-looking and too tough, but okay with two players.
SUPER FIRE PRO WRESTLING 2 (JAP) *Human*	72%	Crap on your own, but get a Multitap and you're sorted.
SUPER FORMATION SOCCER II (JAP) *Human*	70%	The four-player version of *Super Soccer*.
SUPER GHOULS 'N' GHOSTS (JAP/US/UK) *Capcom*	85%	Brilliant graphics (with slow-down), but it's frustrating.
SUPER HIGH IMPACT (JAP/US) *Acclaim*	74%	Stripped-down US footy game which can be enjoyable.
SUPER JAMES POND (US/UK) *Ocean*	79%	Lots of levels to keep you playing, but it's too juddery.
SUPER MARIO ALL STARS (JAP/US/UK) *Nintendo*	96%	Four brilliant *Mario* games on one huge cart!
SUPER MARIO KART (JAP/US/UK) *Nintendo*	93%	Four-games-in-one racer with excellent two-player mode.
SUPER MARIO WORLD (JAP/US/UK) *Nintendo*	94%	Repetitive backgrounds, but the challenge is awesome.
SUPER NBA BASKETBALL (JAP/US/UK) *Tecmo*	86%	Playable, accurate and comprehensive sim.
SUPER NINJA (JAP) *Koei*	?%	RPG with ancient-looking graphics. Impossible to judge.
SUPER OFF ROAD (JAP/US/UK) *Tradewest*	63%	Limited overhead-view racer offering short-term fun.
SUPER OFF ROAD BAJA (US) *Tradewest*	69%	Fun for a while, but the lack of variety scuppers it.
SUPER PANG (JAP/US) *Capcom*	72%	Smart graphics, but really needs a two-player mode.
SUPER PARODIUS (JAP/UK) *Konami*	86%	Hilarious graphics make this a blast. Bit easy, though.
SUPER PLAY ACTION FOOTBALL (US) *Nintendo*	71%	Complex sim that is accurate rather than playable.
SUPER PROBOTECTOR (UK) *Konami*	90%	See *Contra 3*.
SUPER PUTTY (UK) *System 3*	84%	Funny, slick and very weird Amiga-derived platformer.
SUPER R-TYPE (JAP/US/UK) *Irem*	72%	Great-looking shooter which suffers from slow-down.
SUPER SLAP SHOT (US) *Virgin*	65%	Awkward-playing ice hockey sim with dodgy graphics.

NAME, PUBLISHER	%	BRIEF DESCRIPTION
SUPER SMASH TV (JAP/US/UK) *Acclaim*	84%	Frantic, ultra-violent blaster with hordes of baddies.
SUPER SOCCER (JAP/US/UK) *Human/Nintendo*	83%	Enjoyable but flawed sim with impressive graphics.
SUPER STAR WARS (JAP/US/UK) *JVC*	89%	Accurate, atmospheric and tough platform blaster.
SUPER STRIKE EAGLE (US/UK) *MicroProse*	61%	Disappointing flight sim with blocky graphics.
SUPER SUMO (JAP) *Namcot*	44%	Nice comedy graphics, but sumo is still dull.
SUPER SWIV (JAP/US/UK) *The Sales Curve*	82%	Slick two-player shooter. Good fun, if a little samey.
SUPER TENNIS (JAP/US/UK) *Tonkin House*	92%	Amazing range of shots and lots of tournaments to enter.
SUPER TETRIS 2 + BOMBLISS (JAP) *Bullet-Proof*	83%	A great conversion of the classic puzzler.
SUPER TOM & JERRY (US/UK) *High-Tech Expressions*	42%	Poor platformer with lots of slow-down.
SUPER TURRICAN (US/UK) *Seika*	80%	Fast, smooth shooter with some slick graphics.
SUPER VALIS IV (JAP/US) *Telenet*	52%	Contrived, boring and linear platformer.
SUPER VOLLEY II (JAP) *Video System*	82%	Weird 2D volleyball sim with a wealth of moves.
SUPER WAGAN ISLAND (JAP) *Namcot*	?%	Cute-looking, texty platformer. Impossible to judge.
SUPER WIDGET (US) *Atlus*	54%	Boring cartoon-derived platformer.
SUPER WWF (JAP/US/UK) *Acclaim*	74%	This would be fun if all the wrestlers weren't so similar.
SUZUKI AGURI F1 (JAP) *LOZC*	72%	Well-presented racer, but the corners come up too fast.
SYO THE SEAL (JAP) *Takara*	79%	A cute platformer, but it's sometimes a bit empty.
SYVALION (JAP/UK) *JVC*	46%	Maze-based scrolling shooter which lacks challenge.
TAZ-MANIA (US/UK) *THQ*	54%	Run along the road, and, er... That's about it, really.
TERMINATOR (US/UK) *Mindscape*	59%	Average, film-based blaster with dark graphics.
T2: THE ARCADE GAME (UK) *Acclaim*	71%	A smooth and addictive arcade game, but it gets boring.
TEST DRIVE II: THE DUEL (US/UK) *Accolade*	58%	Racer which is difficult to control and not very exciting.
THUNDER SPIRITS (JAP/US) *Toshiba EMI*	73%	Shoot-'em-up spoiled by slow-down.
TIME SLIP (UK) *Vic Tokai*	60%	Poorly executed platformer which is far too easy.
TINY TOONS (JAP/US/UK) *Konami*	89%	Lovable platformer with bags of variety and challenge.
TKO BOXING (US) *Sofel*	38%	Well-presented sim with simplistic, boring gameplay.
TOP GEAR (JAP/US/UK) *Kemco*	76%	Lots of fast driving fun, but only with two players.
TOP GEAR 2 (UK) *Kemco*	74%	Nicely done, but offers nothing new.
TOTAL CARNAGE (UK) *THQ*	63%	*Smash TV* sequel which isn't as frantic as the original.
TOYS (US) *Absolute*	24%	Sad and boring film conversion with awful graphics.
TRODDLERS (UK) *Storm*	79%	Big, addictive puzzler with an unfriendly learning curve.
TUFF E NUFF (US) *Jaleco*	78%	See *Dead Dance*.
TURTLES IV: TURTLES IN TIME (JAP/US/UK) *Konami*	84%	Great-looking beat-'em-up which can get repetitive.
TURTLES: TOURNAMENT FIGHTERS (UK) *Konami*	90%	Great beat-'em-up with lots of fighters and locations.
2020 SUPER BASEBALL (JAP) *KAC*	85%	Fun two-player sim with the addition of robots.
ULTIMATE FOOTBALL (JAP) *Sammy*	51%	Limited and technically unadventurous US footy sim.
ULTRAMAN (JAP/US/UK) *Bandai*	35%	Ridiculous-looking beat-'em-up.
ULTRASEVEN (JAP) *Bandai*	45%	*Godzilla*-type beat-'em-up which is funny but tacky.
UNCHARTED WATERS (JAP/US) *Koei*	37%	Incredibly boring naval strategy game.
UN SQUADRON (US/UK) *Capcom*	91%	See *Area 88*.
USA ICE HOCKEY (JAP) *Jaleco*	60%	Looks nice, but the slow-down makes it unplayable.
USHIO AND TORA (JAP) *Yutaka*	35%	Poor scrolling cut-'em-up with only two moves.
UTOPIA (US) *Jaleco*	86%	Absorbing *Sim City*-type affair with lots of depth.
VANNA WHITE'S WHEEL OF FORTUNE (US) *Gametek*	19%	A *gameshow* conversion? What is the world coming to?
VIRTUAL SOCCER (UK) *Hudson Soft*	87%	An excellent game of footy, but can get frustrating.
VOLLEYBALL TWIN (JAP) *Tonkin House*	76%	Plays solidly, but the slow scrolling makes it frustrating.
WAIALAE COUNTRY CLUB (JAP/US) *T&E Soft*	82%	Accurately depicted golf sim based on a real-life course.
WARPSPEED (US/UK) *Accolade*	32%	Very dated and crudely presented space shoot-'em-up.
WAYNE'S WORLD (UK) *THQ*	26%	Awful platformer. The joke isn't funny any more.
WING COMMANDER (US) *Mindscape*	60%	Average conversion of the overrated 3D space shooter.
WING COMMANDER: SECRET MISSIONS (UK) *Mindscape*	64%	A few extra bits, but not enough to make it fab.
WINGS II (JAP/US)/BLAZING SKIES (UK) *Namco*	71%	Impressive-looking WWI flying sim/shoot-'em-up.
WORDTRIS (US) *Spectrum Holobyte*	40%	*Tetris*, but with letters. Needs luck rather than judgement.
WORLD CLASS RUGBY (JAP/UK) *Imagineer*	74%	*Kick Off* with odd-shaped balls and stop-go gameplay.
WORLD HEROES (US) *Sunsoft*	77%	Not bad with two players, but something's missing.
WORLD LEAGUE BASKETBALL (UK) *HAL*	84%	See *Super Dunkshot*.
WORLD LEAGUE SOCCER (US) *Imagineer*	27%	See *Pro Soccer*.
WWF ROYAL RUMBLE (UK) *LJN/Acclaim*	79%	Flawed in one-player mode, but great fun with a mate.
WORLD SOCCER (UK) *Electro Brain*	29%	Confusing and shabby sim with a surfeit of Mode 7.
XAK (JAP) *Sunsoft*	?%	Overhead-view RPG. Impossible to judge.
XANDRA'S BIG ADVENTURE (JAP) *Namcot*	85%	Tough platformer with versatile controls.
XARDION (JAP/US) *Asmik*	26%	Platform shooter with crap graphics and sad gameplay.
X-ZONE (US) *Kemco*	55%	Another tedious Super Scope game.
YOSHI'S COOKIE (JAP) *Bullet-Proof Software*	76%	Fun *Tetris* clone with biccies instead of blocks.
YOSHI'S SAFARI (JAP) *Nintendo*	69%	At last, a decent Super Scope game. Bit easy, though.
YOUNG MERLIN (UK) *Virgin*	77%	A cute, colourful and enjoyable puzzle adventure.
Y'S III (JAP/US) *Tonkin House*	72%	Fun RPG viewed from the side, but it's not very big.
ZAN II (JAP) *Wolf Team*	?%	Incomprehensible strategy game. Impossible to judge.
ZELDA: LINK TO THE PAST (JAP/US/UK) *Nintendo*	93%	The definitive adventure game. Brilliantly designed.
ZOMBIES ATE MY NEIGHBORS (US/UK) *Konami*	89%	Innovative, funny shoot-'em-up with lots of monsters.
ZOOL (UK) *Gremlin*	65%	Nice graphics and stomping music, but average overall.

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● For sale: *Zombies Ate My Neighbors* (US) £40, *Another World* (UK) £25 and *Super Aleste* (UK) £25. Tel: David (071) 221 3656.

● Any offers for UK *Super Aleste* or *Tiny Toons*? Will swap for reasonable TV or sell. Tel: Ben (0707) 330501.

● For sale: *SFII Turbo*, good condition, boxed with instructions £40. Also for sale: *Alien³*, boxed with instructions £25-£30. Tel: (081) 450 4564.

● *Super Mario World, Fatal Fury* and US/JAP adaptor. £50 for all. Tel: Alastair (0277) 841151.

● Game Boy games: *Nintendo World Cup* £9 and *Battletoads* £12. Boxed as new. Tel: (0424) 713679.

● *Super Probotector* and *WWF* for sale, £30 each. Also Barcode Battler with free battle booklet, £25 ono. Tel: (0253) 760540.

● For sale: *Starwing* £35 and *Dino City* (US) £30 ono. Good condition. Tel: (0947) 605261.

● UK *F-Zero* and *Super Soccer*, £20 each. Very good condition with box and book. Tel: Bryan (0501) 731813.

● *Super Probotector, Top Gear, Sim City, R-Type* and *Wings II* for SNES. £115 the lot. Birmingham. Tel: (0850) 122325 or (021) 742 8759.

● SNES games for sale, all £20. Also City Boy joystick £20. (Games and joystick Japanese). Tel: (081) 555 3755.

● Loadsa Lynx games for sale, including: *Toki, SOTB* and *Dracula*, etc. All very good condition, boxed with instructions. Most about £12. Tel: (0892) 524 285.

● *Tiny Toons* (US), *Street Fighter II* (US), *Zelda III* (UK), *Ghouls 'n' Ghosts* (UK); all boxed with instructions. £23 each. Tel: (0685) 875864.

● For sale: *WWF Wrestlemania* (UK), boxed with rules. £25 ono. Tel: (0222) 361682.

● UK SNES: *Super Mario World, Krusty's Super Funhouse, Blazing Skies*, £15 each. Mega Drive: *Lemmings, Lotus Turbo, Hellfire, PGA Golf, Thunderforce IV*, £20 each. Tel: (0202) 487615.

● I will sell *Super Probotector, Joe And Mac* and *Super Double Dragon* for £25 each. Or will swap any for *Magical Quest*. All the above are for UK SNES. Tel: (0703) 556935.

● *Mortal Kombat* £40, *Tiny Toons* £35, *Bulls vs Blazers* and *UN Squadron*, £30 each, *Xandra's Big Adventure* (JAP) and *Super Goal*, £25 each. Tel: (05242) 41923.

● Hello! Games for sale: *Street Fighter II, Mario Kart, Mortal Kombat, Lemmings* and *Tiny Toons*. £25-£30 for each game ono. Must be in Londonderry. Tel: Mark (0504) 48337.

● *Zelda III* (US), *Contra 3* (US), *Pilot Wings* (UK), *Super Tennis* (UK), £24 each. *Duck Hunting* (NES) £5. Tel: Chris (081) 876 1961, 5pm-7pm.

● *Street Fighter II* (no box), *Super Tennis, Exhaust Heat, Smash TV, Prince Of Persia* (JAP), £25 each or swap for *Cybernator, Zelda III, Hat Trick Hero, Pro Baseball League '93* or *Top Gear*. Tel: (0565) 632650.

● I'm selling *F1 ROC* (*F1 Exhaust Heat*) (US) for £20. Tel: Simon (0276) 29996.

● *Axelay* (US) £30, *F-Zero* (UK) £20, *Smash TV* (UK) £20, *Thunder Spirits* (JAP) £15, convertor £10, or swap for joypad. Tel: (0602) 790522.

● Three SNES games for sale: *Lemmings* £30, *Super R-Type* £20, *Krusty's Super Funhouse* £20, or £60 for all three. All games boxed. Tel: (081) 301 0186.

WANTED

● Anyone got any anime/manga videos, comics or games? Give me a ring. Tel: (0628) 419656, weekdays, 6pm-8pm.

● Pay £15 for *Pilot Wings*, £15 for *Mortal Kombat*, £10 for *Super Mario World*, £10 for *Wing Commander*. Tel: (0935) 25974.

● I've got some spare cash and want some back issues of Chinese *SFII* mags for my cash. Contact me if you're in W Yorks. Tel: (0977) 672412.

● SNES games wanted. Must have box and instructions. Will pay £20 or £25 for recent releases. Tel: James (0554) 754296.

● Wanted: SNES games: *World Heroes, SFII Turbo, Royal Rumble* (US), *Mario & Wario* (no mouse). I'll pay £10 for each game. Tel: (0444) 454822, after 4pm, weekends after 5pm.

● Wanted: *Sim City* (UK), will swap for *Turtles IV* (UK) or *UN Squadron* (UK). Or will pay reasonable price. Tel: Rupert (0242) 254657, after 4pm.

● Wanted: Any decent US or UK RPG's or beat-'em-ups. I will swap *SFII, Ranma 2* or unboxed *Mario 4* with instructions. One for one. Also wanted good joystick. Tel: (0442) 890861.

● Wanted: any C64 games on disk. Will pay up to £5, or swap disks for tapes. Tel: (051) 638 0265.

● PC Engine games wanted: *Soldier Blade, Parodius, Parasol Stars, Cyber Combat Police* and *Darius Plus*. Tel: Rik (0532) 503291.

● Wanted: *Anime UK* issues 2 and 4. Good price paid. Tel: Keith (031) 539 1863.

● Game Gear games wanted. Will pay £5-£12. Tel: (081) 450 1133, after 5.30pm.

MESSAGES AND EVENTS

● Hi. It's Alex. I was just thinking about my old pals at Slough Comprehensive. Hi Gubbins, Ezz and Raff. Hope you're having a wild time. Live long and prosper.

● Magazines for sale. All in very good condition. Including: *Super Pro, NMS, Game Zone, Mean Machines, Control, N-Force, Total!* and more. Over 80 in all. From Jan '92 to present. £40 the lot. Will not split. Sorry, no *Super Play*. Tel: (071) 607 4046.

● *Super Play* issue 3 in mint condition with poster. £5 including postage. Tel: (0708) 343598.

● Will Claire McGowan 2C2 CNHS go out with me – Paul Jamieson 2C2. Please!

● Manga and anime goods for sale. Videos, books, comics, magazines, posters. Featuring: *Akira, Miyazaki* (inc *Laputa*), *Appleseed, Ranma 1/2, Area 88, Crying Freeman, Dominion, Robotech* and more. List available. Tel: (0425) 472885.

● *Super Play* back numbers for sale, 1-11 and *Super Play* binder. £15. Tel: (0724) 732733.

● 60 mags for only £30. Some extinct first issues, mint condition. Tel: (021) 360 3623.

● *Super Play* 1-14 for sale. Any offers considered. Buyer collects. All in excellent condition. Tel: Ryan (0425) 610610.

FANZINES

● Hi all you arcade freaks out there. Do you want to own the first real arcade-based newsletter – *InsertCoin*? Well phone now for more details on issue 1. Tel: (0202) 813688.

● Want the best news, reviews and tips from the world of Super Nintendo? Buy *Sore Wrists And Fingers*, the best SNES fanzine ever and only 40p. Tel: (0372) 452051.

SWAPS

● Cindy Crawford! Now I have got your attention I have between 200-300 football mags, inc *Shoot, Match*, etc. Swap all for any SNES game. Tel: (0494) 674400.

● Will swap my *Parodius* (UK) for your *Bubsy, Batman Returns*, or any other high-rated games. Tel: Craig (0572) 753183, evenings.

● Swap Super Scope pack for *Pilot Wings, SFII Turbo, Mortal Kombat, Starfox* (UK) or NES with *Elite*. Tel: (0935) 25974.

● Issues 5, 8,10-15 of *Super Action*, issues 5, 7, 8,12-14 of *NMS*, issues 1, 9, 10 of *Super Pro*, issues 1, 2 of *Console XS* and 2, 4 of *Super XS*. Tel: (0255) 679003.

● Swap my *Castlevania* (UK) for your *Mickey Mouse, Final Fight* or *Prince Of Persia* (all UK). Must be boxed with instructions. Tel: (06937) 62840.

● UK SNES swap: My brand new *Super Bomberman* for your *Nigel Mansell, Soul Blazer, Super Empire Strikes Back*, or will consider any decent SNES games. Must be UK. Tel: (0423) 325261.

● I will swap my *Street Fighter II* (instructions but no box) for any SNES (UK) sports game. Any offers. Tel: Andy (0757) 701040, after 6pm.

● Swap my *Bubsy* (US) for your *Desert Strike* (US/UK) or *Shadowrun* (US/UK), or sell for £30-£35. Tel: Nathan (0705) 256813.

● I will swap UK SNES plus SFX adaptor, *SFII* and two pads for Super Famicom with one pad. Tel: James (0695) 572429.

● I'll swap *Contra 3* and US adaptor for *Alien³* (UK version). Tel: (081) 861 0744.

● I will part-exchange any of my 10 games. All decent titles, for almost any of yours, or will sell really cheap. Tel: (0302) 867088.

● All SNES games wanted. Any considered. Will swap or buy. Must be cheap. Tel: (0388) 661291.

● Swap *Smash TV* (UK) . Want *Top Gear* (UK) or *Aguri Suzuki* (UK). Others considered. Tel: (041) 554 7947.

● Swap *Starwing* (UK), boxed with instructions, for either *Cybernator, Mortal Kombat* or *Zombies Ate My Neighbors*. Must be UK, boxed with instructions. No other games considered. Tel: (0483) 892180.

● Swap my *Road Runner, Super Adventure Island* or *WWF* for your *Best Of The Best*. Must be UK. Tel: (0642) 602920.

● Swap my SCART PC Engine with three games for your Mega Drive with decent games (no chronic *Sonic*!). Tel: Edd (0922) 26200.

● I have *Devil's Course, Arcana, Turtles In Time* for sale or exchange. I want *Irem Skins* (US) or *Soul Blazer* (US). Others considered. Tel: (0709) 370149.

● Swap my *Super Star Wars* or *Super Probotector* for your *Cybernator, Lost Vikings* or even *Zelda*. Tel: Chris (0484) 518873, after 5pm.

● Swap my *Lemmings* (UK) for *Alien³, Super Bomberman* or *Desert Strike*. Other good games considered, UK or US. Tel: Ryan (041) 887 3360, after 5pm.

● I will swap my *Battletoads In Battlemaniacs* (UK) for your *Shadowrun* (US/UK), *Batman Returns* (US/UK) or *Zombies Ate My Neighbors* (US/UK). Tel: (05242) 41305.

● I have *World League Basketball* UK version, will swap for any UK golf game. Tel: (091) 386 9994.

● I have *Street Fighter II* and *Buster Busts Loose* (89% *SP*5). I will swap for *Starwing, Parodius, Axelay, Mario Kart* and *Mortal Kombat*. Tel: (0978) 854657, after 5pm.

● I'll swap *Taz-mania* or *Donald Duck's Lucky Dune* caper for either *Super Kick Off* or *Mortal Kombat* for the Game Gear. Tel: (0522) 686618, after 4pm.

● SNES swap. I will swap *Sim City* or *Cybernator* for *Fatal Fury, Ranma 1/2 Part Two* or *Dead Dance*. Tel: Damien (0296) 630621.

● I will swap my *Starwing* (UK) or *Super Tennis* (UK) for your *Mystical Ninja* (US). Tel: Matthew (0424) 846162.

● I will swap my UK SNES with four games for an Amiga 500+ or 600 with a good collection of games. Tel: (0290) 550847.Swap *SFII* (UK) not *Turbo* and Super Scope pack for *SFII Turbo* (UK), and any other cartridge. Tel: (0935) 25974.

● I will swap my SNES with three games and one joypad for an Amiga with mouse, joystick and one game. Tel: (0753) 677055.

● I will swap my *Dead Dance* (*Tuff E Nuff*) or *Bubsy The Bobcat* for *Out To Lunch, Super Bomberman* or *Zombies*. Or will sell *Dead Dance* for £30-£40. *Bubsy* for £30. (Originally *Dead Dance* was £60). Tel: (081) 561 5892.

● Swap my *Zelda III, Starwing* and *Mario All Stars* for your *Human GP, Shadowrun, NBA* or *Bomberman*. Or will sell cheap. Tel: Anders (081) 395 2016.

● Will swap *Smash TV* (UK) for your *Parodius, Super Probotector* or any other decent games. Tel: (0733) 262293.

● Swap *Super Probotector* (UK) with box and instructions for *Pilot Wings* (UK) also with box and instructions, or sell for £25 ono. If you are not in London, you must collect. I will consider other UK games. Tel: Ben (081) 205 5843.

● I will swap my *Jimmy Connors* for any new game (would prefer *NHLPA Hockey*). Tel: Andy (0297) 60451.

● I will swap *Madden '93* (US) for *Mickey's Magical Quest* or *Alien³* – still boxed please. *Mortal Kombat* (US) for *Jurassic Park* or *Cybernator, Krusty's Funhouse* for any decent UK game. Tel: (071) 267 8966.

● Wanted: *Irem Skins* (US), *Soul Blazer* (US), *Super Tennis* (US/JAP), *Final Fantasy Mystic Quest* (US) to swap for my various SNES (UK/US) games. Tel: (0709) 370149.

● *Super Aleste* and *Super Probotector* for swap (both UK). *Mario Kart* and *Batman Returns* wanted. Must be UK PAL. Tel: John (0895) 679030.

● Game Gear with five games (*Holy Wars, Donald Duck, Wonderboy, Dragon's Trap, Monaco GP, Sonic 1*), adaptor and carry case. Will swap for two SNES games: *F-Zero, Mortal Kombat* or any other good game. Tel: (0793) 694650.

● Swap my *Pilot Wings, Starwing*, Super Scope and others for your *Dungeon Master* (US), *Final Fantasy II* (US) or other decent games. Tel: Mike (0745) 886213.

● I have my *WWF Wrestlemania* and *Super Tennis* to swap. I want *Alien³, Batman Returns* or *Test Drive II:The Duel*. Tel: (091) 296 3489.

● Will swap my *Prince Of Persia* or *SFII* (JAP) for your *Mario Kart* or *Pilot Wings*, or both for a Game Gear or PC Engine. Tel: Lee (0622) 671447.

● I will swap my PAL *Starwing* for your *Royal Rumble, Tiny Toons* or *John Madden* (UK). Other titles considered. Tel: (0223) 207772, after 5pm.

● Swap my *Street Fighter II* (UK) (unboxed), *Road Runner* (UK), *Mario Kart* (UK) for *Star Wars* (UK), *Desert Strike* (UK), *Tiny Toons* (UK), *Prince Of Persia* (UK), *Pilot Wings* (UK) or *Top Gear*. Other games considered. Tel: (03967) 68036.

● Swap *Axelay* or *SMB4*, for *Super Tennis, F1 Exhaust Heat 2* or any other good game considered. Sell *SMB4* for £15, *Axelay* for £25. No offers. Tel: (0822) 618328.

● For swap: Game Gear, AC adaptor, two games. Swap for two or three SNES games, depending on which games, or sell for £100. Tel: Richard (0566) 774333.

● Swap my *Super Soccer* (UK), *Populous* (UK) or *Super Tennis* (UK) (no instructions) for your *Shadowrun* (UK), *Prince Of Persia* (UK) or *Alien³* (UK). Tel: (041) 880 6981.

● Swap my boxed UK SNES, *SFII, Mortal Kombat, Scavenger Hunt*, all in mint condition, for Amiga 1200 with games. Tel: Jason (081) 856 6835.

● Swap my *Street Fighter II Turbo* and *F-Zero* for *Secret Of Mana* (US) or just one of the above for good RPGs. Must have got over 80% in *Super Play*. Tel: (0428) 653649.

● Swap *Shadowrun* (US) for *Jurassic Park* or *Dungeon Master*. Also swap *Desert Strike, Mario Kart* and *Actraiser*. All boxed in mint condition. Tel: Chris (0243) 778942.

● I will swap my Scope with six games for *Super Bomberman* or *James Pond's Crazy Sports*. Also my *Starfox* for *Addams Family 2*. Birmingham and Walsall areas only. Tel: (021) 360 2043.

● I will swap *Zelda III* (UK) or *Tiny Toons* (US) for your *Super Star Wars* or *Starfox/Starwing* (JAP/US/UK). Please! Tel: (081) 883 8708.

● I will swap *SFII* and *F-Zero* for any good games. Tel: Peter (0634) 405640.

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Yes, Neko's life has certainly been enhanced by his *Super Play* subscription. Now he doesn't have to trek to the shops to look for the magazine, and he doesn't have to spend hours searching for it when there's a good chance it might have sold out. So he's got a lot more free time. Indeed, he's been able to take up scuba diving, bungee-jumping and international darts. He's currently ranked 14th in the world – the highest ever placing for a non-human species.

And all this because we took a few seconds to fill in the direct debit form. And there's yet another benefit we haven't told you about. When you subscribe by direct debit you actually save five quid on the price in the shops. We gave Neko that extra fiver, and he somewhat rashly put it on an accumulator in the 3.30 at Kempton. Amazingly, all the horses came in and he's now got £220,000 in ten pound notes under his mattress.

But if you subscribe by direct debit it's fairly unlikely you'll be as lucky as Neko, and we certainly wouldn't advocate it. However, we do guarantee you'll be at least £5 up on the deal.

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So get that form sent off right now, or we'll take away Neko's monthly *Super Play* package. We'll do it; we're hard-hearted enough. So don't push us...

NEXT MONTH IN SUPER PLAY

SUPER PLAY ISSUE 18 will scream onto the shelves on Thursday, 3 MARCH

Get it before it goes. Better still, subscribe to the flippin' thing! Plus! Save yourself a fiver – subscribe by direct debit.

HARDWARE

There are now so many adaptors, cheat carts and game-busting plug-ins around that we thought it would be a fine idea to check them all out. So expect a large and totally satisfying guide to all these peripherals. We'll compare and contrast them all, from Action Replay, to, er, one beginning with Z (if we can find one.)

We'll also check out which adaptor best suits your needs, whether you have a UK SNES, a US SNES or a Japanese Super Famicom. So if you're one of those people who needs to fiddle with codes and input cheats, you'll be looking at an invaluable guide. One you might want to cut out and keep. No, on second thoughts, it would be better to leave it in the magazine; you might lose it otherwise.

FEATUREWARE

Next month we'll be giving you the full view of the Las Vegas Consumer Electronics Show, plus interviews with some of the major players in the American games arena. We hope to bring you the world according to Square Soft, as well as everything new and surprising in the world of SNES.

In fact, reading this feature will give you more info than you ever thought possible on what's going to be in your cartridge collection in the future. If it doesn't, we'll eat our hats.

SOFTWARE

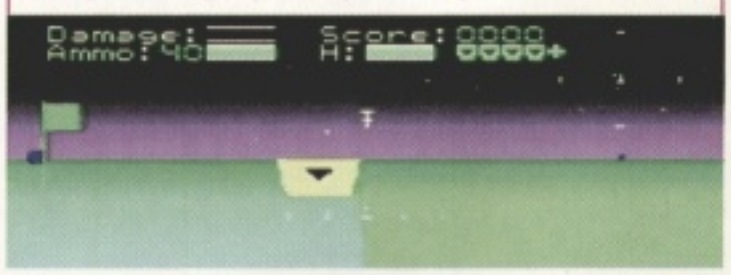
Yes, yes. We know we didn't review many of the games we mentioned last month. That's because loads of them slipped again, and lots of other games appeared earlier than we thought they would. So we had to cram those into the mag instead. Still, we *did* say *NBA Jam* would be reviewed, and we were right. So how about we try the same list again, with a few updates and additions?

● **HUMANS** The game of all mankind. The game played by the Valhalla gods themselves. The game which is a bit like a cross between *Lemmings* and *The Lost Vikings*.

● **PINBALL DREAMS** If you analyse the thought-waves of a pinball, you'll find that it dreams about being a flipper. The grass is always greener, you see...

● **YOGI BEAR** A grizzly eight-foot mammal which kills picnic-ers and meditates standing on his head in a tiny hut in the middle of a remote Indian jungle, probably.

● **SPECTRE** Erm, a ghost, apparition or other disembodied phenomenon. And, possibly, the arch-enemy-filled organisation, perennially after James Bond.



● **CHAOS ENGINE** Very much like the car in Stephen King's novel, *Christine*. Or possibly a large machine which draws Mandelbrot sets using felt-tip pens.

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THE SUPER QUIZ ANSWERS

Quite an anime/Japanese quiz this month (see page 10), readers. Which means that you can't possibly have got all the questions right. Have you?

EASY

1) Rumiko Takahashi. Hence *Rumik World*, you see.
2) 80.
3) Einstein.

MEDIUM

1) Cat, apparently.
2) Gloria. Even though she was an inflatable tiger.
3) £5. You know it makes sense. (Sorry.)

HARD

1) Boiled rice. Great name, eh?
2) Akira Toriyama. This *is* a great name.
3) 1969. Great year, too.

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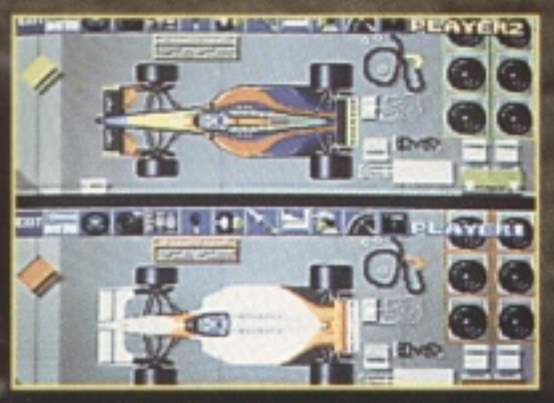

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17 February 1994

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